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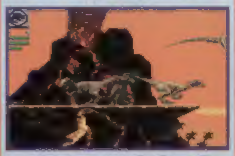

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MEGADRIVE

- ALADDIN
- MORTAL [illegible]
- JUNGLE BOOK
- VIRTUA RACING

MEGA-CD

- BATMAN RETURNS
- DRACULA
- SWITCH

MASTER SYSTEM

- MORTAL KOMBAT
- ANDRE AGASSI TENNIS

GAME GEAR

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SPECIAL 16-PAGE USA REPORT!

100's of amazing new games revealed!

VIRTUAL REALITY is here... on MEGADRIVE!

20 FREE STREETFIGHTER II STICKERS!

9 770967 901009 18

IF YOU THOUGHT DESERT STRIKE WAS A DAY AT THE BEACH, WELCOME TO THE JUNGLE.

The Madman's dead, but he's got a son and insanity runs in the family. Kilbaba Jr's teamed up with Ortega, the murderous drug-lord. They're loons with nukes

and they've got the world by the short and curlies so put down the bucket and spade and get ready for the Jungle. The Comanche battle chopper won't be

enough for all 9 killer missions so there are 3 more attack vehicles

to get slick at; a mine-laying Hovercraft, a Stealth bomber and a Special Forces motorbike. It takes 16

megs to contain this helicopter nightmare and on 16 July, it's going to be unleashed. **You'll love the arts.**

ELECTRONIC ARTS

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SONIC SPINBALL

Scorching! MEAN MACHINES SEGA brings you an exclusive look at an all-new Sonic game — Sonic Spinball! Incorporating aspects of the Casino Night Zone from Sonic II along with all-new features, this is looking hot! Check out our exclusive pics!

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MEAN MACHINES SEGA

MAGAZINE OF THE YEAR

MEAN MACHINES EXCLUSIVE

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▲ *Zombies Ate My Neighbours fully previewed.*

▼ *Batman Returns: the definitive review*

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SPECIAL THANKS TO: Richard Barclay, Core Design.

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Cheers to Mark at AMS for lending us the feisty Batman Returns . Give him a call on 081-201-0535.

OFFICE PHRASEOLOGY V

'SERF'/'SERFDOM'
A 'neologism' (well a 'gism' anyway) borne out of the Bomberman craze. Has come to mean anyone completely useless at a multi-player game, especially four top efforts, gaining no points as everyone else streaks ahead.

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COMPETITION RULES

EMAP IMAGES staff and their families, friends and drinking mates are ineligible for any competitions contained herein. 'Why?', I hear you ask. 'Cause they probably know the answers. Oh, and Dwayne Minton can bog off as well.

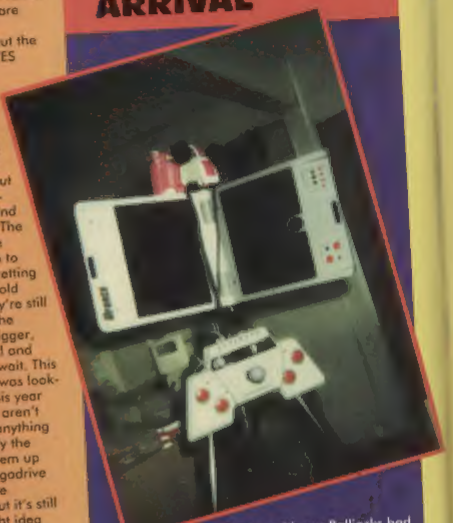
POINT FINALE

The final bit is mine, all mine! Rich is busy, Lucy is distracted and Rad's been put in a crate and sent to NEWS... Oops, sorry, Rich here. I'm afraid that Gus's virgin final bit is just way too long — in fact it comes right off the bottom of the page, hence this filler cack that I'm writing now. I'd like to thank Sega of America for the courtesy they showed me when I went to the CES Show — ta! You're great, all of you.

JAZ

I thought I'd hijack the editorial this month to give Rich a break and share some of my thoughts about the future. The CES Show in Chicago last month was a real eye-opener, not so much of what was displayed, but what is happening behind the scenes. The consoles we have grown to love (or hate as the case may be) are now getting on a bit. The Megadrive is over three years old and the Super Nintendo two, and while they're still fun machines, we're now looking towards the future to new hardware that will bring us bigger, better and (more importantly) more original and challenging games. And personally I can't wait. This time last year there were loads of games I was looking forward to, especially on Megadrive: this year there are a lot less. This isn't because they aren't any good — it's because hardly any offer anything new. With a few exceptions they are exactly the same sort of platform/beat 'em up/shoot 'em up stuff that we've been playing since the Megadrive was first released. The graphics might have improved and the games grown bigger, but it's still the same old thing. Sega have got the right idea with the Mega-CD and their new Virtual Reality system which expand the Megadrive's capabilities and let us play something completely different. They're also developing a new 32-bit CD-based machine which will be released early next year which sounds absolutely fabulous (its specifications are truly astonishing). But it'll have to be! With a very strong challenge from the Panasonic/Sanyo/Electronic Arts developed CD-based machine, 3DO (I've seen some of the games on it and they're absolutely awesome, particularly Rood Rash III), Atari's 32-bit machine, the Jaguar, a new 32-bit big brother to the PC Engine (on which a contact of mine in Japan has played a fabulous 3D game similar to arcade Starblade) and a console currently being developed in Taiwan, the marketplace will be very competitive next year with plenty of stunning new machines muscling in. Nintendo? Well, at the CES Show they announced to their developers that they have no plans for a new machine or a CD machine. A good contact of mine says they DO have plans for a CD machine — but it won't appear until the end of next year and Super Nintendo owners will just have to make do with SFX games, the next one of which won't appear until December (and it didn't look too hot at the CES Show — Rich). Doh!
Keep tuned — and remember: it's not easy being cheesy.

TRONK 9 — THE ARRIVAL



Playing with our Balljacks had an unexpected side-effect. Various pieces of equipment in the office were so traumatised they rose up against us, in the shape of the mighty Tronk 9. It's a bit like Number 5 after he's had eight pints of Newkie Brown and is a bit lippy. His fearsome presence as right-hand man to the Scoremonitor has the office gibbering (routinely). Write to Tronk 9 with your challenges (only if you're brave enough to face a pile of cacky old joysticks tied to a tripod).

SCANDALOUS

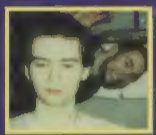
We're getting a bit concerned that the Ed page is getting too clean. In an effort to maintain our low standard, we've opened 'Scandalous'. It basically covers all the horrible things we've done to you in the past — Insult corner, sad dads, slagging annoying readers. So please, feel free to send in pictures, stories blackmail demands, photos of car crashes, moaning old bidds and wozzacky teachers/bosses pics. The best get splashed across this spread and may get a prize (like a pair of Rad's very best underponts — freshly unwashed).

ORIAL

JULIAN RIGNALL

Downtown Boston was the location of Jaz's worst ever experience on foreign soil. Having taken a wrong turn, he ended up cruisin' the streets of the poorest part of town in a brand new, very expensive and totally tasteless white Mercury Cougar rental car. "Luckily it had tinted windows so the dodgy-looking hoodlums and ladies couldn't see inside" quoth Jaz. "They must have thought I was Mr Big scouting for new talent because they left me alone".

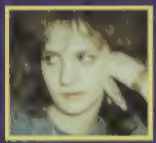
CURRENT FAVE GAMES:STREETFIGHTER II SPECIAL CHAMPION EDITION, PGA TOUR II, J LEAGUE FOOTBAL\



RICHARD LEADBETTER

Surely Rich's latest jaunt abroad must be his worst. Who could handle flying first class, being plied with champagne and caviar, and being tucked up by a luvverly hostess. Then arrive in Chicago to face exhausting breakfast meetings with mega-rich Disney execs and visit the world's biggest electronics show. Yuk.

CURRENT FAVE GAMES:STREETFIGHTER II SPECIAL CHAMPION EDITION, THUNDERHAWK, RANGER X, JUNGLE STRIKE, SEGA VR



LUCY HICKMAN

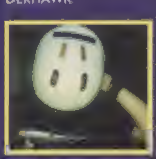
Lucy's holiday in Greece would have been Okay if it wasn't for the nights. Our dep, who normally begs to party, got involved in a 'fracas' with a bouncer who thought should look good as a go-go dancer. Alas, La Hickman was already suffering from 79 (count 'em) mosquito bites, and decided to show him her high kicks instead — right in the olives!

CURRENT FAVE GAMES:THUNDERHAWK, STREETS OF RAGE II

OZ BROWNE

East Asian hospitality was the order of the day for Oz, who found himself sleeping rough on the streets of Hong Kong. Police were called after he had an accident with a rickshaw. The authorities were, of course, understanding — pointing guns at his head, shouting 'passport' and making him dive for pearls in the harbour. After a few years in the paddy fields, someone recognised him as 'that designer' and stuck him on the first jumbo home.

CURRENT FAVE GAMES:STREETS OF RAGE II, FATAL FURY, THUNDERHAWK



RADION AUTOMATIC

Where to start on the catalogue of disasters meeting Rad in Wales. It's only to be expected when you go on your hols with a bunch of mates. "This guy we were with was a bit like a mad axeman version of Una Stubbs in Summer Holiday (if she was driving without insurance)," begins Rad. " He farce-fed our happy mob with his greasy breakfasts, ripped out the pool table in a charming Welsh nationalist pub, and crashed the team's car three times." Rad doesn't know what scared him most — him, or the ghost in the room with the blood red walls where they were sleeping!

CURRENT FAVE GAMES:ZOMBIES ATE MY NEIGHBOURS, MICRO MACHINES, THUNDERHAWK

ANDY MCVITTIE

Andy's worst foreign experience was also nightclub-related. Following the old adage 'when in Rome, act like Gazza', our Northern ambassador got completely hissed on the local 'fruit juice'. In his holiday mood, he had a slight disagreement with a local gorilla-like Mafioso, who slapped him about the chops in the best Italian tradition whilst repeating what was presumably his only word of English — Outside!!. Trembling to his Y-fronts, our Prod Ed took his punishment, spilling his drink, each time he was hit, over a hapless girl sitting beside him.

CURRENT FAVE GAMES:SNOW BROS, ZOMBIES ATE MY NEIGHBOURS, SWITCH

ANGUS SWAN

Gus also found pain in Italy due to his over-ambitious travel plans. "My friends and I decided to go to these remote islands in our second week, and we duly caught the only ferry out that day. We thought it would be paradise, but it turned out to be Great Yarmouth as an island. That would be okay if there was any rooms, but there were none. The group were reading their 'Rough Guides' as they sat out overnight at the harbour, waiting for the 5 am ferry!

CURRENT FAVE GAMES:THUNDERHAWK, SWITCH, ZOMBIES ATE MY NEIGHBOURS

PAUL DAVIES

"Eee it were terrible" says Paul remembering his worst adventure abroad. "Me an' me mum crossed the whole of Lancashire, heading for t' Kingdom of Blackpool. When we got there we found t' fishermen had gone on strike and there were no jellied eels to be had. No, none at all. And then we got stuck on't Revolution for three days with Julie Goodyear (popular actress who plays TV's 'Bet Lynch). "So nowadays we just hire a car and tour Tuscany instead," he adds snootily.

CURRENT FAVE GAMES:THUNDERHAWK, ZOMBIES ATE MY NEIGHBOURS

TOM COX

Tom's horrible experience took place in France (where else?), in the cosmopolitan Saint Obin in Normandy. Except, Tom never got to experience the cosmo, because he parents signed him into one of those horrible kids' concentration camps you get on the beach. You know, two rusty tumblines and a badminton net. It was a sorry sight each morning as they left Tom clinging to the chicken wire as they left to explore 'Le Jardin de France'. Quite traumatic.

When things get rough in this new sci-fi MegaSport, every player in the Mutant League is liable to lose their head.

With most of them, it's something of an improvement!!

The galaxy of teams that fight for supremacy are decomposed of the most awesome aliens, robots and mutant monsters ever to pull on a padded shirt.

In Mutant League Football rules aren't broken they're obliterated!!

WHEN IT COMES TO THE "MUTANT LEAGUE"

EVEN A GUY LIKE ME CAN TURN PRETTY UGLY

Harrods by Ovation Limited.

The brawls turn into battles. While land-mines, thin ice and booby traps make the pitch slightly hazardous.

But no one argues with the referees. Why bother when you can bribe them or blow them off the planet!!?

So if you're looking for some good harmless fun, I'd look somewhere else if I were you.

SEGA MEGA DRIVE

ELECTRONIC ARTS

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NEWS

YOUR SHOW OF SHOWS

He was there! Rich crossed the Atlantic to represent MEAN MACHINES at the massive CES show, held in Chicago. Every major games company was there, touting their Sega wares for the coming year. June's show was chock full of CD products, but this was well overshadowed with the unveiling of Sega VR, which we exclusively reveal for you here. Rich smuggled his special journalists' spy camera into the most restricted areas to bring you amazing unauthorised pics of games the software houses didn't want you to see yet. Tough! You want to know, and we've got it for you — are we skill or what?

PLUG FOR SOCKET

An intriguing new platform character, Socket is the baby of Vic Tokai, otherwise noted for their angling 'Black Bass'. This one smells a little fishy too, being based around a lightning fast duck who has an electric cord for a tail, which is 'plugged in' various points in the level. The screenshots show how 'Sonicy' the game's look and feel is, as you battle the Time Dominator. Socket should be completed around autumntime. Look out for more news.

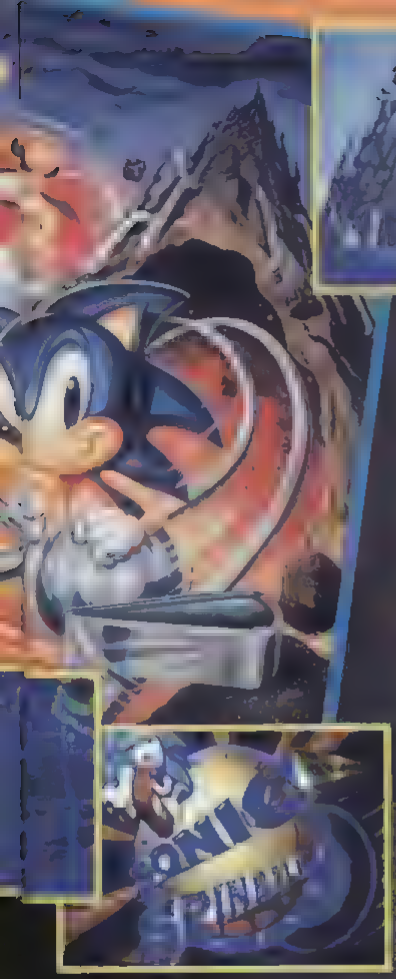
- NEW GAME
- BY VIC TOKAI
- MEGADRIVE

▲ *Shh! Be very quiet. Sonic is brooding on his nest.*

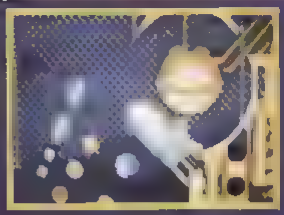
OBVIOUSLY WE AREN'T ABLE TO COVER EVERY SINGLE FORTHCOMING RELEASE IN THE DEPTH YOU'D PROBABLY LIKE, BUT HEY, THAT'S JUST YOUR TOUGH LUCK! SO JUST CONTENT YOURSELVES WITH THIS COMPREHENSIVE LIST INSTEAD. OK?

MEGA-CD

SUPER BATTLETANK II
ABSOLUTE
MAD DOG McCREE
AMERICAN LASER GAMES
MAD DOG II: THE LOST GOLD
AMERICAN LASER GAMES
GALLAGHER'S GALLERY
AMERICAN LASER GAMES
SPACE PIRATES
AMERICAN LASER GAMES
WHO SHOT JOHNNY ROCK?
AMERICAN LASER GAMES
MORTAL KOMBAT
ARENA
TOTAL CARNAGE
BLACK PEARL
HARRIER ASSAULT
DOMARK
STELLAR FIRE
DYNAMIX
THIRD WORLD WAR
EXTREME
BATTLE TECH
EXTREME
WWF RAGE IN THE CAGE
FLYING EDGE
SECRET OF MONKEY ISLAND



▲ Sonic flies budget class to Robotnik Island.



▲ There must be a car coming - he's rolled up into a ball!

IT'S SONIC-MANIA IN SONIC SPINBALL!

Sega's cute blue spiked mammal is back spin on all-new "spin-off" product —

Spin Attack and Power Sn... of Robotnik's new threat. Ba...

here to journey the Lego Island — it's not going to be easy and you're going to need the full power of Sonic's Super

...new on the game is a bonus... this splendid magazine.

NEW GAME
BY SEGA
MEGADRIVE

JVC
INDIANA JONES AND THE FATE OF ATLANTIS
JVC
DUNGEON MASTER: SKULL KEEP
JVC
LETHAL ENFORCERS

KONAMI
MICROCOSM
PSYGNOSIS
DRAGON'S LAIR
READYSOFT
MY PAINT
SADDLEBACK GRAPHICS
JOE MONTANA NFL FOOTBALL

SEGA
WORLD SERIES BASEBALL
SEGA
ECCO THE DOLPHIN
SEGA
FINAL FIGHT
SEGA
YOUNG INDIANA JONES

SEGA
JURASSIC PARK
SEGA
RISE OF THE DRAGON
SEGA
SONIC THE HEDGEHOG CD
SEGA
SPIDERMAN VS THE KINGPIN

STREET FIGHTER II GOES HYPER

NEW GAME
BY CAPCOM
MEGADRIVE

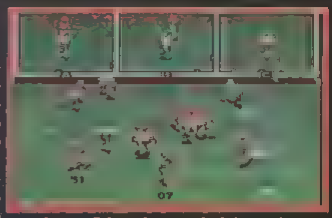
Street Fighter II: Champion Edition, as extensively previewed in the last issue of MEAN MACHINES is officially dead! At the Chicago CES Show, Capcom announced that the finished version they had of the game will not be released at all. Instead a new version, based on the recent Street Fighter II Turbo: Hyper Fighting, will be released in September.

According to Capcom, Street Fighter II Special Champion Edition contains every thing that made the arcade original so good, plus NINE new speeds of play! That means you can start on the basic Champion Edition speed and work your way up to the maximum turbo level to really test your street fighting skills!

As well as the nine new turbo speeds each character has been extensively enhanced. In addition to all of the special moves we detailed in last issue's preview, Chun Li now has a devastating fireball, Dhalsim can disappear and reappear at will, Zangief has a super lariat and Honda an amazing super sumo press. Blanka's been endowed with a new move, allowing him to pull off a vertical cannonball spin!

Capcom have confirmed the rumours that the game is being extended by an extra 8 megabits, making it the first 24-meg cartridge! That's 50% more data and code being added to the basic Champion Edition game. It looks as though these changes are being added to the game as we speak, as the game on show at the Chicago CES Show was very basic indeed, with only one backdrop and three characters (Ryu and Ken — with Chun Li being added on the Sunday public day!) to play.

Unlike certain other magazines, we weren't prepared to review an obviously unfinished product last month, but we're looking forward to receiving the finished Street Fighter II: Special Champion Edition cart for review in the next couple of months. Look out for it!



▲ As the team light on the quarterback dances about...

COLLEGE FOOTIE CAPERS

NEW GAME
BY EA
MEGADRIVE

The makers of John Madden Football have come up with a new American football formula to produce EA's shiny new Bill Welsh College Football on the Megadrive.

Bill Welsh is a former San Francisco 49'ers and current Stanford University coach and his game gives you larger player graphics. College rule extras such as the triple option and two-point conversion attempts as well as the chance to play against a mate or on the same side. Pick any of the top 24 College teams or a further 24 all-time great teams.

Choose defensive or offensive play, pre-select audible plays or opt for automatic or manual coaches. There's also the usual full action replay and boasts a new panning stadium cam offering changeable field views.

EA reckons there's some big secret about the game which they steadfastly refuse to reveal — perhaps John Madden makes a guest appearance or something — whatever it is, we'll fill you in as soon as we know.

TUNE IN TO SEGA

TELEVISION
BY SEGA
MEGADRIVE

Forget satellite television! Sega have announced a business deal with Time Warner Entertainment and Telecommunications, Inc to develop the Sega Channel for American cable TV viewers.

The basic idea is that viewers will be able to connect their Megadrives via a special interface to the cable network. From there they'll be able to download games and special previews from the network into their consoles! The channel itself will provide much more, enabling subscribers to pick up the latest news and tips as well as the games. The whole network will be extensively revised every month to keep it fresh and exciting.

All that Sega owners will need to receive the special channel is a tuner/decoder cartridge for the Megadrive. This cartridge connects to the cable network. Once the power is activated, the cart's code takes you around the network, enabling you to access the different areas and download the games.

Sounds exciting eh? Well, the good news is that the channel costs no more than an average American cable channel — the bad news being that the channel is only going ahead in the States at the moment. Still, if it's successful, Sega will doubtless make efforts to bring the channel over to Europe. We'll keep you posted.

	SEGA	SONY IMAGESOFT	
WING COMMANDER			SONY IMAGESOFT
REAL FIGHTERS			
	SONY IMAGESOFT	LAST ACTION HERO	
		WHEEL OF FORTUNE	

DINOSAURS FOR HIRE

- NEW GAME
- BY SEGA
- MEGADRIVE

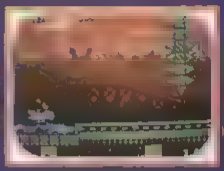
Following the success of Ex-Mutants, another Malibu Comics series is currently being converted into the Megadrive. Dinosaurs for hire is simple, no-nonsense shooting about 'em up featuring a choice of dinos and generous lashings of blasting action.

Catching the dinosaur-mania wave currently being generated by Jurassic Park, Dinosaurs For Hire is bound to do well. Look out for more details soon.

- NEW GAME
- BY SUNSOFT
- MEGADRIVE

INTRODUCING... AERO THE ACROBAT!

One of the more intriguing platform games on display at the CES Show was Sunsoft's Aero the Acrobat. Aero is [illegible] we can expect [illegible] Aero the Acrobat is looking very promising indeed. We'll bring you more coverage as soon as we learn more about the game.



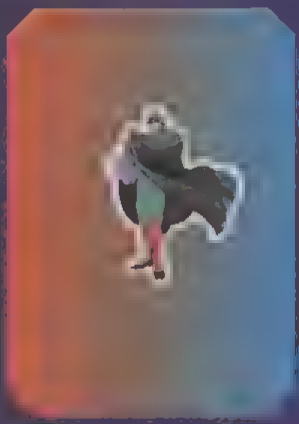
HULKAMANIA FROM US GOLD

- NEW GAME
- BY US GOLD
- MEGADRIVE

The appearance of The Incredible Hulk on the Megadrive from US Gold at the CES Show wasn't much of a surprise for Rich — after all, he and Jaz helped put the game's original storyboard together.

Basically the game is about all-out destruction, with the player taking control of the most powerful being ever to walk the face of the Earth (in Marvel comics). Basically, you control the Hulk as you rampage through different levels in search of the Hulk's old enemy, the Leader.

As you can see from the screenshots, the game is looking visually very attractive, although we were very surprised that US Gold showed the game at such an early stage — according to a representative, the game on show was only five per cent complete — and it looked it, too.



[illegible] seen! Look out for more details closer to the Christmas release.

MEGADRIVE

DUNE
VIRGIN GAMES

ROBOCOP VS THE TERMINATOR
VIRGIN GAMES

TOYS
ABSOLUTE

GOOFY
ABSOLUTE

ROCKY AND BULLWINKLE
ABSOLUTE

HOME IMPROVEMENT
ABSOLUTE

SORCERER'S KINGDOM
AMER[illegible]

MORTAL KOMBAT
ARENA

ITCHY AND SCRATCHY
ARENA

NBA JAM
ARENA

T2: THE ARCADE GAME
ARENA

MEGADRIVE HAS THE EDGE

MODEM CARD

BY SEGA/AT&T

MEGADRIVE

Despite the setbacks and frustrations that the whole fiasco has caused, Sega is persevering in producing a modem attachment for the machine. Sega hoped to introduce [illegible] games where Megadrive owners could participate in the same game with other players miles away! Now, thanks to American phone company, AT&T, the project has been reopened with the advent of The Edge 16.

Plug The Edge into your Megadrive and connect it to the phone line and you're ready for business. Just dial up a friend who owns another Edge and plug in the same cartridge as him/her and you're able to play in the same game, playing as a team or perhaps against one another! What's more, along with the data transfer the modem enables, a [illegible] where you can actually talk to the person you've dialled!

In addition, you can plug in "living [illegible]" to save all games — these silicon smart cards contain information from games and can be used with any Edge. What's more, The Edge 16 has a number of sockets available — one of [illegible] Edge also boosts the Megadrive's internal memory — allowing for more complex games.

[illegible] software industry. [illegible] major companies like Sega, Electronic Arts, Microprose, Tengen and GameTek have signed up to make some of their games compatible with The [illegible]

[illegible] exciting and we can't wait to get our grubby little hands on one. Look out for more news soon in a forthcoming issue of this very mag.

MASTER MORTAL

Just in case you Master System owners are feeling a touch left out with all this coverage we're giving to Mortal Kombat on Game Gear and Megadrive, this bit is for you. These corking pics of the Master System version came in at the last minute this month so feast your eyes on what we've [illegible] story-line's exactly the same as the other versions (see preview P. 98). Tune into next month's issue of MEAN MACHINES SEGA for the full works.

NEW GAME

BY ACCLAIM

MASTER SYSTEM

I'm not fighting you. You've got version!

SONIC CHAOS BLASTS GAME GEAR!

If you were a tad disappointed by the Game Gear conversion of Sonic the Hedgehog II, take heart. An all-new Sonic game is heading for the Gear and, according to our man at the Chicago CES show it looks "right tasty".

The scenario behind the new game is pretty straightforward. Once again the [illegible] genius that is Doctor Robotnik is threatening the lives of Sonic's pals — this time by getting hold of one of the mystical chaos emeralds. Now he's got the one, he's after the rest and plans to build an enormous nuclear weapon to [illegible] movement number to dispose of Sonic and his pals once and for all — [illegible]

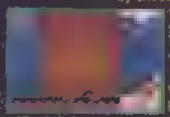
Sonic's mission is two-fold — first of all to stop Robotnik and recover the remaining chaos emeralds and then track down the evil scientist and [illegible] powerful crystal he's purloined for his own macabre plan.

In this all-new Sonic adventure, players have two distinct game variations. They can either go for the super-sonic speed approach by choosing Sonic the [illegible] go [illegible] to the end [illegible] the Hedgehog [illegible] Gear title in history! We're really looking forward to seeing this one for review, hopefully in the full lowdown in time for the game's November release date.

NEW GAME

BY SEGA

GAME GEAR



[illegible] CARNAGE	DATA EAST	ELECTRONIC ARTS	NHL HOCKEY '94
[illegible] PEARL	FORMULA ONE GRAND PRIX	GENERAL CHAOS	ELECTRONIC ARTS
STREET FIGHTER II. SPECIAL CHAMPION EDITION	DOMARK	ELECTRONIC ARTS	BEST OF THE BEST CHAMPIONSHIP KARATE
[illegible]ROOM	BOB	HAUNTING STARRING POLTERGUY	ELECTRO BRAIN
DASHIN' DESPERADOS	ELECTRONIC ARTS	ELECTRONIC ARTS	BOXING LEGENDS OF THE RING
[illegible] FAST	TECHNOCLASH	JOHN MADDEN '94	ELECTRO BRAIN
HIGH SEAS HAVOC	ELECTRONIC ARTS	[illegible] ARTS	
	COLLEGE FOOTBALL		

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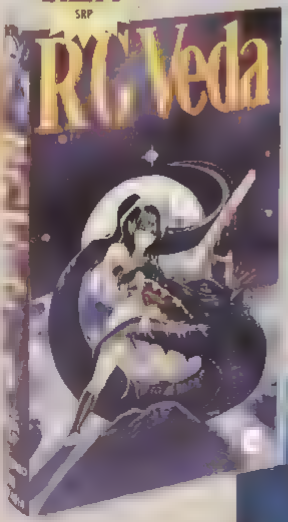

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SEGA VR: MEGADRIVE VIRTUAL REALITY!

Thursday 3 June, 1993: day one of the awesome Chicago CES Show. Our very own Richard Leadbetter took a flight over to the states to check out the latest in Sega [illegible] Having attended the Sega "Genesis 2" in enormous shows where they were really very [illegible] — there's a small room [illegible] system for the Megadrive! Nice dudes. [illegible] Sega of America might be to entice them to...

VIRTUAL RE...
BY SEGA
MEGADRIVE

Sega are highly pleased with their new Sega VR home virtual reality system. They're hailing it as the next level of gaming — a [illegible] market home VR system that will retail in the US for only $200! The system incorporates technology that attempts to block out the real world and totally immerse you in the game's environment with screens and headphones built into the headset.

However, what makes it so revolutionary is the motion tracker built into the headset. This enables Sega VR to track your head's movements. Look in any direction and VR quickly relays the movement information to the game. Although the headset controls what you actually see in the game, the actual control of the game is still achieved via the usual Megadrive joypad.

The virtual reality experts getting excited over Sega VR, Jaron Lanier, one of virtual reality's founders had this to say: "The most exciting development in the industry is Sega VR, which is a VR helmet that's coming to the public this next Christmas. It will introduce a lot of kids and parents to virtual reality. You'll have a generation of kids growing up with VR."

No official UK release date has been settled on for Sega VR, although we would be extremely surprised if the system arrived in time for Christmas this year. However, when it does finally arrive, be prepared for a price tag around the £200 area.

SEGA VR: HEADMOUNT DETAILS

Sega VR is actually just a one-piece headset that connects to the Megadrive. The headset has a strap that secures the HMD (head-mounted display) firmly but comfortably, to the head. Inside the visor are two high-quality LCD displays. Two decent speakers cover each ear, allowing the Megadrive to [illegible] you with some really good stereo sound.

VIRTUAL GAMES

Sega VR is released in America around Christmas and four games will be made available for it, one of which is included with the Sega VR package. The American retail price is around $60 to $70 for each game, so expect to pay around £50-£60 over here. The first

Sega MACHINES first Sega VR screenshot — only in MEAN MACHINES!

...bak...
...of games are shaping up like this:

NUCLEAR RUSH

Take a trip, VR-style, to 2032 where corrupt corporations are using low-level nuclear waste as a hazardous energy source. It's your job to zoom through the wastelands, blowing up armed robots and drones. There are three levels of barren deserts, blasted forests and irradiated plains to zoom through. Sega describe it as "an unmatched flight simulation adventure".

IRON HAMMER

Zoom into intergalactic warzones taking out enemy attack craft and other alien hardware. Thirty levels await you in this Battlezone variant. Adding to the VR experience is the digitised voice of your co-pilot blasting your ears via the headset's stereo speakers!

MATRIX RUNNER

Described by Sega as their first 3D cyberspace voyage, you play an elite supertechter entering the dark winding databanks of the Matrix in an attempt to track down your missing colleagues. Sega call this a "dazzling hypnotic materialisation of cyberspace, where players collide with strange semi-humans and vulture-like manifestations". Strange eh?

...ATTLETECH	ARCADE'S REVENGE	WWF ROYAL RUMBLE	BARBIE SUPER MODEL
...E ME	FLYING EDGE	FLYING EDGE	HI TECH
...HAMPION'S LEAGUE	ROBOCOP III	INCREDIBLE CRASH DUMMIES	TOM AND JERRY: FRANTIC
SOCCER	FLYING EDGE	FLYING EDGE	ANTICS
...NG EDGE	BART'S NIGHTMARE	T2: JUDGEMENT DAY	HI TECH
...AMS FAMILY	FLYING EDGE	NIGEL MANSELL	WOLFCHILD
...E EDGE	NFL QUARTERBACK CLUB	CHAMPIONSHIP RACING	JVC
...ER MAN X MEN	[illegible]	[illegible]	CHESTER CHEETAH: QUEST TO

— they were behind me! Using the controller, I "caught up" with my eyes and let them have it. I'd played quite a few games similar to this in concept, for example the arcade classic Battle Zone and the old Amiga game, Backlash. However, although the games are similar, the addition of Sega VR really did make a difference. Although the VR display wasn't perfect and the Iron Hammer software obviously unfinished, I really enjoyed the experience.

An uncertain number of minutes later a voice asked, "Have you had enough yet?" and the headset was removed. Doh!

OUTLAW RACING

Outlaw Racing is an off-road racing variant with a first person perspective, where you and 20 other cars participate in a "heated rush of dirt track combat... in a careening high-speed jam of metal". Sounds good to us!

SEGA VR: WE WERE THERE — REALLY

Sega VR was only previewed at a behind-the-scenes demonstration for third party Sega manufacturers and various big-wigs. To emphasis the point a big "BY INVITATION ONLY" sign was plastered over the entrance! Luckily, I managed to get an appointment with Sega of America and after a quick chat with the bouncer I was led into the VR studio — a small room with four VR stations and a massive monitor with a Virtua Racing vid playing (quite odd since the Megadrive version of the game isn't compatible with the VR system — as far as I know).

A Sega associate led me to the only empty VR station and strapped on the head-mounted display (as they're known in VR circles). My vision was completely cut off, until the demo game, Iron Hammer, was turned on. At first I couldn't get my head around the 3D effect — it took a while to shake the double vision the two screens initially produce.

A Megadrive controller was thrust into my hands and the game began. "Don't just use the controller," an unseen Sega associate urged me. "Turn your head and follow the action."

Using the radar at the bottom of the screen, I zeroed in on a pack of meanies and sped towards them — too fast — as they zoomed by. I looked around

REALITY OR MOCKERY: THE VIRTUAL VERDICT

Sega VR is an admirable stab at reproducing virtual reality on a home system and it DOES work. The headset tracks your movements accurately and the feeling you get while using it is definitely different from any other game you've ever played at home before.

My one reservation with the system is the fact that the screens inside the visor are a tad on the small side. Using Sega VR is a little like watching a widescreen movie — the black bars around the action are a tad intrusive — I'd have like to have seen the entire range of vision taken up with the display.

I'd also like to see a virtual reality dateglove or something along these lines replacing the Megadrive control pad. Hopefully, if Sega VR takes off — which it deserves to — we'll see VR-specific controllers.

Sega are to be applauded for this daring move into home VR. Although the pre-production demo of Iron Hammer I played seemed a tad on the rough side, I really look forward to some of the later VR games produced when programmers get to grips with the system. I'd certainly consider paying out $200 for this.

FIDO DIDO

Kaneko seem to have a 'crisps and fizzy pop' fixation. After licensing Chester Cheetah, they've turned their attention to Fido Dido, the cheery line-drawing who exhorts us to rot out teeth with 7-Up. Fido started life as a surf character, and this is rumoured to play a large part of the game's scenario. The mission is to add [illegible] to an otherwise [illegible] and white world. More news and pics as they emerge from the grey haze of publicity...

NEW [illegible]
BY KA[illegible]
MEG[illegible]

MOST ORIGINAL GAME OF THE SHOW

NEW GAME
BY ELECTRONIC ARTS
MEGADRIVE

Definitely the most intriguing game of the CES Show was Electronic Arts' Haunting (starring Polterguy — doh!). In this game you're a ghost and your aim in life (or death, as the case may be) is to scare around your house, scaring the living bejesus out of the [illegible] who dare invade your space. You have the ability to possess most of the furniture in each room and use it to your own ghostly effect!

We were really impressed with this one and look forward to bringing you a preview and review coming up in MEAN MACHINES sometime in the near future.

THE WEST
KANEKO
FIDO DIDO
KANEKO
SOCKS THE CAR ROCKS THE HOUSE
[illegible]
PTO: PACIFIC THEATRE OF [illegible]
OPERATION [illegible]
KOE
GENGHIS KHAN II
KOE
ROCKET KNIGHT ADVENTURES
KONAMI
CASTLEVANIA BLOODLINES
KONAMI
TMNT TOURNAMENT FIGHTERS
KONAMI
CHAMPIONSHIP BOWLING
MENTRIX SOFTWARE
F-15 STRIKE EAGLE II
MICROPROSE
PIRATES! GOLD
[illegible]
[illegible]
ANCIENT ART OF WAR IN THE SKIES
MICROPROSE
SUPER BATTLESHIP
MINDSCAPE
ROLLING THUNDER III
[illegible]

MOST IMPRESSIVE GAME OF THE SHOW!

- NEW GAME
- BY EA
- 3DO

Definitely the most amazing stuff of the show was seen on the new 3DO multimedia machine.

These pics show the 3DO version of one of the Megadrive's greatest racers — Road Rash! As you can tell the graphics are utterly superb, with the most stunning 3D effects seen yet — just as good as any top-of-the-range Sega coin-op! Hurrah!

TOTALLY CARNAGEOUS!

- NEW GAME
- BY BLACK PEARL
- MEGADRIVE/MEGA CD

The Megadrive version of Total Carnage is currently being [illegible] like Starwing. [illegible] enhanced with scrolling in eight directions, humungous monster-pulling enemies, incredible smart new weaponry and loads of hidden levels. Hopefully all the rumour bonus [illegible] platforms of bullets [illegible] Megadrive. A Mega CD version [illegible] fucking awesome, although further details are scarce. Expect it on the shelves in the spring of 1994.

PGA HITS GAME GEAR

- NEW GAME
- BY TENGEN
- GAME GEAR

Good news for Game Gear golfers: Electronic Arts' utterly amazing PGA Tour Golf is being released for the portable!

Tengen are promising to include just about every feature from the awesome Megadrive game, so hopes are high for a new golfing experience for the Game Gear.

The chances are that a Master System version will follow.

VIRTUA RACING IN SEGA POLYGON CHIP SHOCK!

- NEW GAME
- BY SEGA
- MEGADRIVE

Not to be outdone by Nintendo's SFX polygon chip, Sega have just finished work on their very own polygon generator chip, the DSP — standing for Digital Signal Processor. And the first game to be produced for the new chip? None other than Sega's awesome Virtua Racing coin-op!

Sega weren't ready to produce a demo version of the Megadrive game for the CES Show, relying instead on videos of the coin-op to put their case across. However, we've managed to get hold of some excellent pics of the Megadrive version — as you can probably see, Sega are sparing no effort to make this conversion one of their best yet. To that end, they've given the go-ahead to the programmers to make Virtua Racing a massive 16-meg cart!

As you can see, the conversion's looking a bit rough around the edges at the moment, but Segas are promising to have the game running at incredible speeds and just as long as the game has the playability of the coin-op, we'll be happy.

Besides, these shots are taken from a very early pre-production version of the game, with a lot of the background objects still to go in. Look out for more exclusive Virtua Racing news in a forthcoming issue of this very mag.

STAR QUEST AMCO	KEEPER OF THE GATES RAZORSOFT	DESERT DEMOLITION STARRING ROAD RUNNER SEGA	SEGA YOUNG INDIANA JONES SEGA
PUGGSY PSYGNOSIS	HOOVES OF THUNDER RAZORSOFT	DINOSAURS FOR HIRE SEGA	JURASSIC PARK SEGA
WIZ 'N' LIZ PSYGNOSIS	SPEEDYWAY PRO CHALLENGE RENOVATION	DISNEY'S ALADDIN SEGA/VIRGIN GAMES	SONIC SPINBALL SEGA
LEMMINGS II PSYGNOSIS	TECMO WORLD CUP SMS	ETERNAL CHAMPIONS	

"So real I bought a Mega Drive."

MEGA DRIVE

D MARK

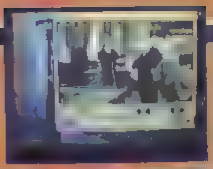
The Top Guns

SHERLOCK HOLMES RETURNS

Easily one of the most innovative releases on the Mega CD was Sherlock Holmes Consulting Detective. Now Mega-CD owning amateur sleuths can look forward to even more adventures with Conan Doyle's fictional detective in Sherlock Holmes 2.

The game boosts three new cases for detectives to work their way through with an improved graphical interface and better full-motion video. This looks like being just as fascinating as the original game and is scheduled for release sometime nearer to Christmas.

Cue that old Sherlock Holmes joke...



ETERNAL CHAMPIONS TAKE ON STREET FIGHTER II

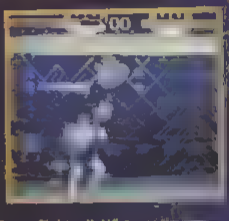
Sega of America have obviously cottoned on to the popularity of Street Fighter II and have started to put together their own topper fighting game. Its [illegible] Champions — a game featuring characters from [illegible] each with over 25 [illegible] moves at their command. In order to make [illegible] game as sophisticated as possible, Sega have [illegible] it on the powerful new Mega 24 megabit cartridge!

The basic scenario is, shall we say, intriguing. [illegible] Eternal Champion's prize.

Sounds good eh? Well, Sega have a number of [illegible] features that may make Eternal Champions even better than Street Fighter II. Whereas [illegible] ter game only has best of three competitions, [illegible] decide how many rounds you want in each [illegible] Also, a mega slow motion replay mode [illegible] you to instantly replay your greatest [illegible] attacks (as well as your most humiliating [illegible]

Sega's much vaunted Dynamic Play [illegible] Adjustment rears its head in Eternal Ch[illegible] studying the player's performance and [illegible] difficulty level according to how good the [illegible] player is. Extra options include the [illegible] your own battle room and separate [illegible] that allows players to choose three [illegible] velocities based on the player's [illegible] ty (or lack of it).

Compatible with the six-[illegible] as well as the Sega Activator (check out the seperate news story) Eternal Champions is looking [illegible] but does it have the necessary [illegible] to dethrone Street Fighter II as the ultimate combat game? Only time (or [illegible] as a future edition of MEAN [illegible]



▲ Better than Street Fighter II?

MEAN MACHINES [illegible] the winners.

NEW GAM
BY SEGA
MEGADRIVE

SONIC THE HEDGEHOG III
SEGA
TOEJAM AND EARL II
SEGA
LIGHTNING FORCE
SEGA
SHINOBI III
SEGA
VIRTUA RACING
SEGA
GREATEST HEAVYWEIGHTS
SEGA
NBA ACTION '94
SEGA
NFL FOOTBALL '94 STARRING JOE MONTANA
SEGA
NFL SPORTS TALK FOOTBALL '93 STARRING JOE MONTANA
SEGA
WORLD SERIES BASEBALL
SEGA
STAR TREK: THE NEXT GENERATION
SEGA
LANDSTALKER
SEGA
HOOK
SONY IMAGESOFT
BRAM STOKER'S DRACULA
SONY IMAGESOFT
CLIFFHANGER

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of £7.99, but that's not all! Check out the ad later in the

about? Read the exclusive story of the missing ad

THE SWEATSHOP

were done 'on location' at the MEAN MACHINES office

missing in a weekend from hell which involved breaking about 30 games in all day, all night sessions. As new carts came into the office, they were quickly lunged onto tape. "I want 50!", screamed Chris over the phone, frequently.

DARKROOM FUN

it down. After a week of work he was left with about five hours of material on tape. This had to be pared further into a mere 90 min-

shape.

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ing the vid for Mean Machines fell on Jaz and Gus

WIN, WIN, WIN!

seeing this slight possessed

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B) Crime and Punishment
C) Robotic Law Enforcers

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SONY IMAGESOFT	SPECTRUM HOLOBYTE	BEAUTY AND THE BEAST: ROAR	TIME TRAX
ESPN FOOTBALL	AERO THE ACROBAT	OF THE BEAST	THQ
SONY IMAGESOFT	SUNSOFT	SUNSOFT	WAYNE'S WORLD
LAST ACTION HERO	BUBBLE AND SQUEAK	BLASTER MASTER II	THQ
SONY IMAGESOFT	SUNSOFT	SUNSOFT	TIME KILLERS
BEASTBALL	BEAUTY AND THE BEAST	THOMAS THE TANK ENGINE	THQ

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WOOLWORTHS
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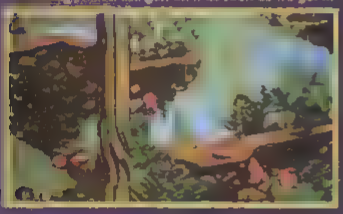
I'M THE KING OF THE SWINGERS

Virgin Games have got the [illegible] Megadrive conversion of Aladdin almost a living cartoon that successfully captures the real magic of Disney on a 16 megabit Megadrive cartridge!

Disney's Aladdin will be one of the most amazing visual action games ever produced because of an input provided by Disney's talented staff of professional animators and artists combined with proprietary technology brought to us by Virgin Games' partners Shiny Entertainment and Nintendo's Shigeru Miyamoto. Sega executive vice president, and who are we to argue?

As you can see from the shots, Aladdin looks absolutely stunning, but the pictures don't adequately convey the stunning animation that makes Prince of Persia look like a Spectrum game (almost!). Aladdin is out in October. Expect MEAN MACHINES to bring you all the info on this stunning game first!



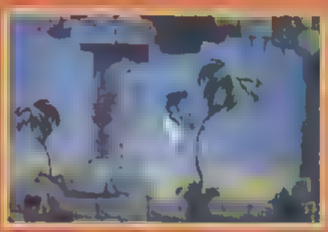
- NEW GAME
- BY VIRGIN
- MEGADRIVE

SEGA SPORTS TOUCH-DOWN

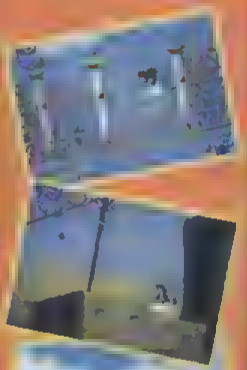
Sega have finally [illegible] Sega Sports games coming up soon in a forthcoming issue of your ever-loving MEAN MACHINES.

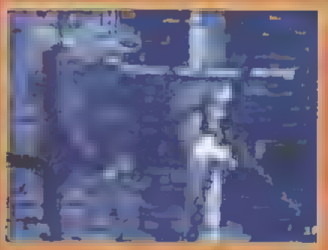
- NEW LABEL
- BY SEGA
- FORMATS

ALADDIN!



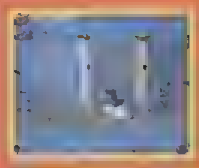
Have at thee, vile deciduous growth!





Your task is to help Aladdin locate the floor!

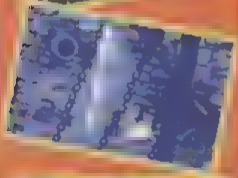
OPERATION ALIENS	**STEVEN SEAGAL**	TENGEN	**BABY!"**
THQ	TECMAGIK	**RACE DRIVING**	TENGEN
JOE AND MAC	**TECMO SUPERBOWL**	TENGEN	**AWESOME POSSUM**
TAKARA	TECMO	**PIT-FIGHTER II**	TENGEN
PINK PANTHER	**TECMO SUPER NBA**	TENGEN	**GRINDSTORMER**
TECMAGIK	**BASKETBALL**	**ROAD RIOT**	TENGEN
SYLVESTER AND TWEEDY	TECMO	TENGEN	**SEARCH FOR RAMSES II**
TECMAGIK	**DAVIS CUP TENNIS**	**FICK VITALE'S "AWESOME**	TENGEN

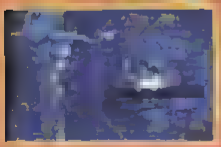


Shamed by remarks on his personal odour Aladdin tries to get a little 'April freshness'.

Bereft of a decent rod, Aladdin tries in vain to ensnare fish with his sabre.

Why that no good, dirty, low down axminster!





"Hey kid, stop that morris dancing immediately, you're supposed to be an arabian knight!"

SEGA ACTIVATOR: GOODBYE JOYPAD!

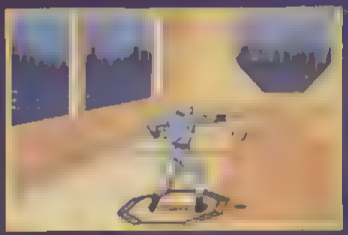
After about a year of setbacks, Sega's (if slightly bizarre) *Activator* "living [illegible] about ready for release.

This interesting item replaces the norma[l] Megadrive [illegible] stands atop the [illegible] actions, like a gunslinger, then reads these actions and converts them to standard joypad signals.

At the CES [illegible] Activator [illegible] and testing to make sure [illegible] on-screen [illegible] really [illegible] play a video game?

However, Sega [illegible] to release an [illegible] Hunter [illegible] such as Sega's [illegible] Championship [illegible] instructions and [illegible] you to use all [illegible] troller. Good eh?

We'll give the Activator the full low-down in a future issue of MEAN MACHINES. Look out for it.



An artist's impression of an Activator in action. Unfortunately, the little silver ball is not included.

GAUNTLET 4	TRADEWEST	US GOLD	**GOLF**
TENGEN	**FUN AND GAMES**	**WINTER OLYMPIC GAMES**	VIRGIN GAMES
DRAGON'S FURY II	TRADEWEST	US GOLD	**WRATH OF THE GODS**
TENGEN	**STRIDER II**	**SOCKET**	VIRGIN GAMES
PRINCE OF PERSIA	US GOLD	VIC TOKAI	**ROBOCOP VS THE**
TENGEN	**THE INCREDIBLE HULK**	**MAZIN SAGA**	**TERMINATOR**
BATTLETOADS/DOUBLE	US GOLD	VIC TOKA	VIRGIN GAMES
DRAGON TEAM-UP	**GUNSHIP**	**CHI CHI'S PRO CHALLENGE**	**DUNE II**

MORE FUNKY ACTION WITH TOEJAM AND EARL!

These weird alien funksters, Toejam and Earl are back on an all-new adventure. Tentatively, somewhat sparkling, sequel, Toejam and Earl II, [illegible] carries our heroes, the [illegible] Funk as they are paid to the environment-threatened humans who've landed on their planet [illegible] back to Earth! As you can see from the [illegible] shots, Toejam and Earl II looks graphically awesome. We can report that the sound is [illegible] with some outrageous music and good effects. However, as all good players know, it's [illegible] that counts. Look out for the full review in [illegible] for the game's Autumn release date.

- NEW GAME
- BY SEGA
- MEGADRIVE

SPINS A WEB — ANY SIZE

[illegible] and arrives on the Mega-CD this summer. The scenario of this new conversion is pretty straightforward. The Kingpin of Crime has implicated the web-slinger in several terrorist acts culminating in the bombing of New York City.

Of course, this brings Spidey into action, tracking down the Kingpin's bombs and doing battle with old enemies like Electro, the Vulture and of course, the psychotic Venom.

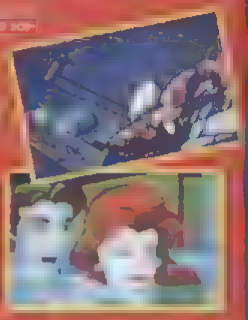
As you might have gathered from the screenshots, the game looks quite similar to the

grand total of 56 in all. Comic-style animated interlevels intersperse the web-slinging action.

Spider-fan Rich spent quite a while playing a finished version of the game at the CES Show and came away impressed. The central method of the original Megadrive Spider-game has been signifi-

more than welcome.

ple of months!



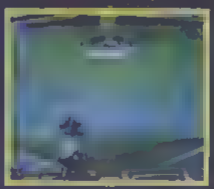
BASEBALL 2020 STYLE!

One of the games that really stood out on the Ele[illegible] was 2020 Baseball — a conversion of the topping future sports bas[illegible] released last year on the Neo Geo cassette.

Basically, the same rules of [illegible] a 21st century. However, many odd[illegible] have been added to the basic game to make it [illegible] more [illegible] and intriguing. For exam[illegible] an explosion [illegible] you!

As you can see from our exclusive sh[illegible] look-[illegible] at the moment [illegible] graphics and [illegible] specific parts of the game.

This looks set to be the definitive [illegible] for the Megadrive! Expect more [illegible] previews and reviews in future editions of this fine magazine.



- NEW GAME
- BY ELECTRONIC ARTS
- MEGADRIVE

GAME GEAR

VIRGIN GAMES
CAESARS PALACE
VIRGIN GAMES
THE JUNGLE BOOK
VIRGIN GAMES
DAN MARINO'S TOUCHDOWN FOOTBALL
VIRGIN GAMES
RC GRAND PRIX

ABSOLUTE
T2: THE ARCADE GAME
ARENA
MORTAL KOMBAT
ARENA
ITCHY AND SCRATCHY
ARENA
NBA JAM

ARENA
JAMES BOND 007: THE DUEL
DOMARK
FORMULA ONE GRAND PRIX
DOMARK
DESERT STRIKE
DOMARK
PINBALL WIZARD

NEW GAME
BY SEGA
NINJAS

RISE OF THE DRAGON: NEXT MONTH

Take a quick peek at Dynamix's Rise of the Dragon, a Mega-CD adventure [illegible] highly rated PC game. Boasting excellent graphics and CD sound, this looks like a game to watch for. The question is, will the CD access ruin the game like it did for Dynamix's previous outing, Wing Commander? The game's out now in the States. Look out for a full review in the next issue of MEAN MACHINES.

NEW GAME
BY DYNAMIX
MEGADRIVE

NINJAS

The Sega Game Gear has become a Hollywood star almost it appears in a new movie epic Sol Ninjas

Written by the guy behind the recent Passenger movie the script includes everything designed to appeal to teenagers magazine if you will a movie boasting surfboards ninjas comedy [illegible] sequences videogames and a beautiful girl Yawn!

The film is about a red colored Johnny McQuinn [illegible] surfing ninja type dude and his bro Adam whose [illegible] visions appear on his Game Gear screen Naked Gun star Leslie Nielson stars as the flying [illegible] dictator Colonel Chi Gai against whom the kids pit their wits and their martial arts and clar [illegible] every skill

[illegible] coincide with the movie's launch the Game Gear conversion of the movie (check out the screenshots we'll be released The graphics sounds marginally better than the movie with its Sega [illegible] levels of mach speed [illegible] to land combat and acrobatic moves

Look out for more info soon

NEW GAME
BY SEGA
GEARE GEAR

EXPANDING ECCO

After a highly successful outing on the [illegible] Ecco the Dolphin is moving onto both the Game Gear and the Mega-CD.

We've seen both versions and can report that both games are looking exceptionally good. The Game Gear version has been cut down slightly, but all the wonder of the ocean bed has been successfully captured.

The Mega-CD is basically the same as the Megadrive version, but contains five more levels. However, what really makes this game so special is the amazing soundtrack that suits the game perfectly. Look out for more news soon in MEAN MACHINES. Hurrah!

NEW GAME
BY SEGA
MEGA-CD/ GAME GEAR

DOMARK
BART VS THE WORLD
FLYING EDGE
ADDAMS FAMILY
FLYING EDGE
ROBOCOP III
FLYING EDGE
SPIDER-MAN/X-MEN
ARCADE'S REVENGE
FLYING EDGE
T2: JUDGEMENT DAY
FLYING EDGE
BARTMAN MEETS RADIOACTIVE MAN
FLYING EDGE
WHEEL OF FORTUNE
GAMETEK
HUMANS
GAMETEK
JEOPARDY
GAMETEK
TESSERAE
GAMETEK
DEEP DUCK TROUBLE STARRING DONALD DUCK
SEGA
ECCO THE DOLPHIN
SEGA
JURASSIC PARK
SEGA
X-MEN
SEGA

LUCASARTS UNVEIL REBEL ASSAULT

The CES Show was the place where LucasArts unveiled [illegible] Mega-CD product since The Secret of Monkey Island. [illegible] It is based on the phenomenally successful Star [illegible] and has been in development for a long time. Although the [illegible] Rebel Assault is the first Star Wars inspired game [illegible] Mega-CD. Starting with a [illegible] you take control of a Rebel [illegible] Alliance on a mission to find Star Wars inspired [illegible] Assault is the first game [illegible] with full-motion video [illegible] seem quite unimpressive, that's just a symptom of an early copy and should be sorted out by the time the game is released nearer to Christmas.

- NEW GAME
- BY LUCASARTS
- MEGA-CD

SHINOBI III: RETURN OF THE NINJA MASTER

[illegible] Shinobi fans!

[illegible] waves in pursuit of a terrifying dead boss!

[illegible] interest it has been [illegible] for a long time, but the wait has been worth it! Look out for more details around September, when the game is officially released!

- NEW GAME
- BY SEGA
- MEGADRIVE

MORE AMERICAN FOOTBALL

Perhaps the most impressive product on the Acclaim stand [illegible] as Mortal Kombat) was their forthcoming American Football game, Quarterback Club. Programmed by Probe Plus, the people behind [illegible] Mortal Kombat, [illegible] game looks set to be another smash hit.

The programmers have taken a unique view of the action [illegible] giving you a choice of [illegible] isometric. What makes [illegible] is the stunning animation of both the [illegible] players.

We'll have more on this game as the [illegible] to its Autumn release date.

▼ Run, run, run! [illegible] and I'll punch him soon. Promise.

▲ You got your ball, your ball, your ball, your ball and...

- NEW GAME
- BY ACCLAIM
- MEGADRIVE

NBA ACTION STARRING DAVID ROBINSON SEGA	**SONIC CHAOS** SEGA	**TOM & JERRY THE MOVIE** SEGA	**GEAR WORKS** SONY IMAGESOFT
NFL FOOTBALL STARRING JOE MONTANA SEGA	**SONIC THE HEDGEHOG III** SEGA	**WORLD SERIES BASEBALL** SEGA	**CLIFFHANGER** SONY IMAGESOFT
REN HOEK & STIMPY SEGA	**STREETS OF RAGE II** SEGA	**BRAM STOCKER'S DRACULA** SONY IMAGESOFT	**LAST ACTION HERO** SONY IMAGESOFT
	SURF NINJAS SEGA	**HOOK** SONY IMAGESOFT	**SYLVESTER AND TWEEDY** TECMAGIK

JURASSIC PARK: CD
DINO-MITE!

At a top-notch presentation at the CES Show, Sega of America officially unveiled one of their greatest Mega-CD titles ever: Jurassic Park — the first Mega-CD title created at Sega's new $10 million

The scenario of the game is based on the movie, with

of several dinosaur eggs. Return them to the Jurassic Park

and hurrah!

utter skilfulness that

e shots, the action is viewed

incredibly smooth scrolling and

ous! The background sounds are also stunningly

the game some educational value & the appearan

and powerful as intriguing insight

still staggering at his hat, unkept hair and strange

a look at the screenshots and decide for yourself.' Chris Major

assic Park

ure or

what? Well, you the definitive

down in

ture issue of

MACHINES.

NEW GAME
BY SEGA
MEGA-CD

BACK AGAIN

Sony have the rights to the

Sleaze blockbuster 'The Last

this Sixties to a massive box-

The battle for game rights will be

Megadrive release later this year.'

The film has a vague 'game

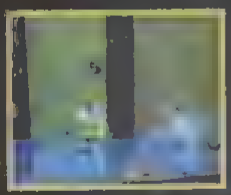
makes it ripe for the slaughter of

the Streeting action a la

Ninja Arnie sparks

and their mechanised back-up.

MEAN MACHINES CES spy camera.



▲ "Remember when I said I wouldn't deliver you a devastating kick to the sibling? I lied!"

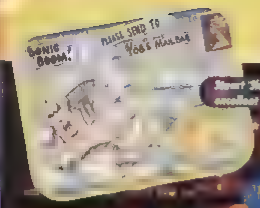
▲ "Some are

NEW GAME
BY SONY IMAGESOFT
MEGADRIVE

▼ "Ammo on skint. Got a light?"

▲ The

ANDRE AGASSI TENNIS	**OFF THE WALL**	**THE INCREDIBLE HULK**	VIRGIN GAMES
TECMAGIK	TENGEN	US GOLD	**WOLFCHILD**
PAPERBOY II	**DRAGON'S FURY II**	**WINTER OLYMPIC GAMES**	VIRGIN GAMES
TENGEN	TENGEN	US GOLD	**CAESARS PALACE**
TENGEN WORLD CUP SOCCER	**STRIDER RETURNS**	**ROBOCOP VS THE TERMINATOR**	VIRGIN GAMES
TENGEN	US GOLD	VIRGIN GAMES	**DOUBLE DRAGON**
PGA TOUR GOLF	**ROBOCOD**	**THE JUNGLE BOOK**	VIRGIN GAMES
TENGEN	US GOLD		



Stuart 'Skidders' Skidmore's excellent Sonic envelope!

MEAN YOB

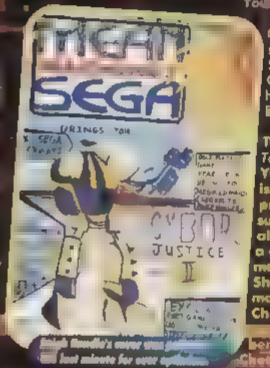
A GREAT FORM OF RELEASE

Dear YOB
According to your January edition, Super Kick Off was due for release this February. We are now into early May and I am still waiting for it to arrive. I am now eagerly awaiting release of Jungle Strike. Does a June release date actually mean September? Why are these games so apparently delayed? Is it a genuine software development problems, or is in fact because themselves quote unofficial legal to whet the appetites of the confused, yet continually disappointed readers like myself?
Mr Christopher Plonk, Stroud, Glos
YOB:Did you know that an anagram of your name is, Hah! Pro Sphincter? Well, you do now. Anyway, regarding release dates. We print what we're told by software houses. If their product slips, that's no fault of ours. So fiddle-dee-dee and hey nonny no, lift your kilt and off you go.

Acid rain is taking its toll on Scandinavian forests. The rain forests of Southern America only have 92 years left at current deforestation levels. And in the former USSR nuclear power stations are being run by untrained scientists using what amount to the blueprint instruction manuals. And still YOB is here ready to reply to your letters. If you've got something to say, why not write in? The address is: MILK BUTTER EGGS CHEESE USE YOUR MILKMAN AND SAVE YOUR KNEES MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

SAD COMEDY TIME WARP

Dear Professor FJ YOB (Emeritus Prof. History, All Souls College, Oxford)
I would like to say — see a pair of pants with cock in it? That's you, that's. See that Gary Harrod? He beats you up every day, he's your best mate. He, he is. He's like your special friend — you are him!
D. Baddiel, Oxford
YOB:Oh very up to date. Finger right on the old contemporary humour pulse eh? I mean, Mary Whitehouse humour. Whatever next? Wayne's world? The phrase, 'get a life you old, crusty, senile, sad broken shopping trolley of a man' springs to mind.



Mean Machines's cover was produced at the last minute for your eyes only.

SAD CASH CON

Dear YOB
In my 13 years of playing I've never ever seen a game as crap as 'The Ninja' on the Master System. Everything is rubbish on it. Let's now get down to the nitty gritty. Fan Club! Any Sega owner interested should send £5, the last five pennies. Make it payable to Paul's Paul Club. *Robert Dumbarvay, Preston*
YOB:Oh how horribly sad. A technical cock-up means that your address hasn't come out properly, and your a shamblingly crap, Robert Maxwellesque money-making attempt has been sunk faster than the fat boy himself. Did you know that your name is an anagram of 'I'm a fatuous baboon's behind who smells of fish roe'. The only nitty gritty around here is the stuff in the seat of your green nylon y-fronts.

Mister's going on here, eh? I don't know. A toilet lobby presentation.

POETRY CORNER

Dear YOB
How full are your special cacking trousers lately? Any road up, here's another poem about our Mrs Shelley — the cakiest gibbon queen!

SAD SAD SHELLEY
Oh Mrs Shelley, you're so smelly,
You're moaning all day long.
You're thick, you're sad, I think games are bad
So listen to this song.

Games aren't violent, so be silent
Listen now I'm back.
For once YOB's right, he's been quite bright.
Your whining sounds like cack.

O, Mrs Shelley, who's so smelly
Shut up and make it quick.
Obey my words be seen not heard,
Before I'm very sick.

There, I feel much better now.
Tom Stevens, Bagshot, Surrey
YOB:Most of the poetry I get is suitable only to line the pants of an intemperate sumo wrestler. But occasionally, very occasionally I get a gem. And here it is. A marvellous ode to the odious Shelly. Tom Stevens, I hereby make you an honorary Cheese Baron and into your benefits of the society of Cheese Fanciers.

SAD LOSER

Dear YOB
I have a few complaints about Sega's new piece of hardware the Mega-CD. First of all you told us a Mega-CD game could hold 27 Oxford dictionaries and have plenty of room to spare. You also said the graphics would be miles better than the Amiga, Megadrive and even the Super NES, so why don't Sega make it instead of making games like Sherlock Holmes, which is just like Kung Fu Master, but has real film imagery. Also if the Mega-CD has over 500 megabytes, then why are we playing games that last just over 25 minutes (Road Avenger being one). I hope you agree with my letter, as I'm sure plenty of other readers will take my points seriously.
Jason Brierly, Dewsbury, W Yorks
YOB:And yes! Jason's sphincter

Look, it's Sonic... Bad Motorbike' picture.

ter
opened and there was loud
trumpeting and rumbling! And
the citizens of Dewsbury shook
their heads. For it was clear
that Jason didn't understand
about the way the Mega CD
works. And then the skies
opened and a mighty
came YOB descended
said unto Jason, '
bothered to explain
because you're obvi
too thick to understand even
I did, so perform a reverse
bowel movement with a frozen
black pudding and get
gone'.

with my 'fellow students' I either
get—
1. Ridiculed for being a console
2. Threatened with inarticulate
behaviour, or
3. Asked by people to go back to
'The Planet of No Return'.
When I'm completely perplexed
by their primitive and frivolous
utterances I am notorious for my
Doc Marten beatings, better
recognised by the public as corpo-
ral punishment. I do not talk
about games and computers
incessantly, but I find them con-
siderably more entertaining than
the likes of 'I saw That' or
(None to
think their 'music' is quite
be honest — I
being tormented
leagues' is not
perturbing as
such, but their
parochial
motion of the
whole com-
puter/con-

malarkey is. Why do the
majority female population
find the idea of computers so
incongruous and estranged
from their vocabulary...
(although their own vocabu-
lary does consist of mediocre
impressions such as mentioned
above).
Also, I'd like to enquire why
you unswervingly berate Rad.
He's an attractive, dandy
youth; because he wears Doc
Martens and supports a dimin-
utive hairdo. What is the
world coming to? Rad's an
excellent mortal and
up (the good
Jake Phoenix, Birmingham.
YOB: Ah yes, but you don
have to work next to him on a
sunny day when his
week old socks start to heat
up and emit
the sort
of
vile, noxious fumes that set off
hundreds of smoke alarm
across London.

We're not sure about your choice of
penalties, but the pic is excellent.

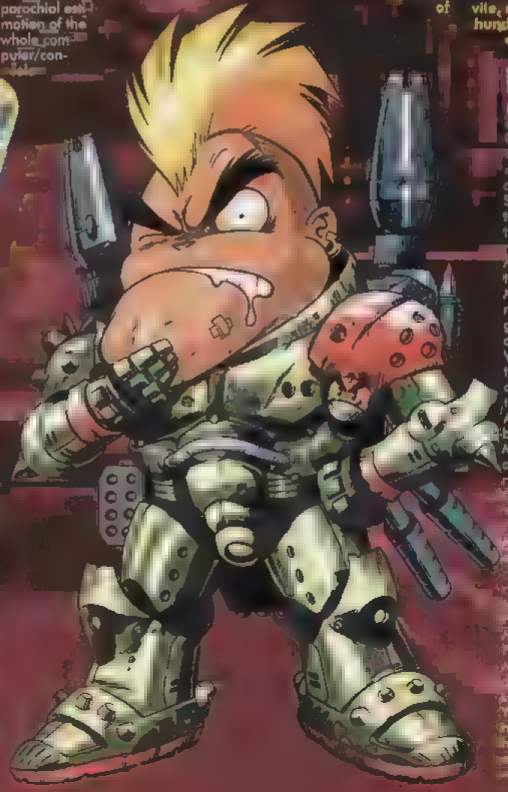
Boy frowning, population, worse.

BAD REQUEST CORNER

Dear YOB
Please, please, please, please can
you send me a big picture of
Tasmin and Eartz
David Pasckowski, Burnham
YOB: Please, please, please,
please can you send me a big
picture of you flushing your
head down the toilet?

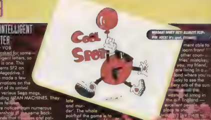
A TOTAL DISGRUNTLED

Dear YOB
I thought I'd put pen to paper as
I'm a tad disgruntled by the fact
that I'm doubtlessly the sole real-
istic individual in my sixth form
who comprehends the words
'computer' and 'console'. At this
juncture I must mention that I'm a
16 year old girl. 'So what?' I hear
your resound. Yes whenever I pur-
chase MEAN MACHINES, discuss
games or the latest console new



MASTER SYSTEM SYMPATHISER

Dear YOB
I wanna ask you one simple
question. That is, why do you
always make fun of Master
Systems? Okay, they are not
top of the computer evolu-
tion table, but it was the best
machine of its time, like the
Megadrive or Mega-CD
today. For example, in the
May issue the Mega-CD
review of Ninja Warriors
gave 43% for graphics. I
quote, "Uuggh! Ninja
Warriors features graphics
that would be more suited to
a Master System game". Is
that being unfair or what?
Anyway, if the Megadrive is
better how come loads of
Master System games
achieve higher ratings. I
name California Games and
Olympic Gold as examples.
You got the bloody
Please don't get me wrong,
MEAN MACHINES is an
excellent mag. I buy it every
month but I'd like to see
more
MS's. After all,
Megadrive
Master Systems.
PS Do you
MS is being
desperate to
William, Newport, Gwent.
YOB: Flunky Systems have
had their day. They might
have been good a couple
of years ago, but admit it,
most of the games look



WHOAH! WHEY HEY! BLIMEY! FLIP-PIN' HECK! It's spot. [illegible]

cack these days. Get a grip and get a Megadrive. By the way, I once had a friend called Mis who was a pretty fast runner. Nothing to do with your letter, but I thought you'd might like to know.

SHELLEY II: THE VE[illegible]

Dear Sir
Some months ago I sent a personal letter, describing my sincere beliefs of how computer games are being used as tools of [illegible] — promoting the ways of [illegible] and [illegible]. I have seen how you have taken it upon yourself to be malicious

[illegible] Peter Parr p-pinked a pack of pink [illegible] hallucinogen....

towards me in return, and have encouraged [illegible] impressionable young readers to be equally nasty. I'm sure if many parents were aware of the bad influence your magazine exerts over their children, they would forbid them to have it, and close down your operation very quickly. I can only say how [illegible] other fears have been [illegible], with the [illegible]king up [illegible] poten[illegible] of [illegible] video nasties [illegible] Night Trap. I hope they give it an X-certificate. Incidentally, I plan to broaden campaign to clean up filthy organs like your own as well as clamping down on those evil games.
Margaret Shelley, Arundel
YOB:You're not cleaning my organ Missus! It's not that filthy — I had a bath yesterday.

THE IMMORTAL QUESTION

Dear YOB
What came first; the Chicken or the Egg?
God, Heaven
YOB:Don't you mean who?

AN INTELLIGENT LETTER

Dear YOB
You asked for some intelligent letters, so here is one. This concerns SF2 on the Megadrive. I have made a few observations on the report of its arrival from various Sega mags, including MEAN MACHINES. They are as follows.
I have noticed from numerous screenshots of the same backgrounds that the [illegible]es and patterns on the ground have been at different angles on different screenshots, meaning the floor actually moves on the Megadrive version. This effect is also used in Deadly Moves on the machine, so it proves it can be done.
Also you mentioned in your report that the game was complete, but the screenshots did not indicate that it was completely finished, as the status panel looked like it had been stuck onto the top of the screenshot, with a black background. You can tell from the screenshots that the screen scrolls upwards, so why not have them on top of the background?
Another thing that indicates that the game isn't finished is that in the mags I have seen there have been no screenshots of Blanka on his stage. There was one in your [illegible] but he was getting toasted [illegible] and the name on the status panel said "Blanka". Plus a screenshot in one mag showed the status [illegible] with "M. Bison" on it, while another just said "Bison". Why is this? And why is the sky on the [illegible] stage sunset red instead of [illegible] blue? Who knows?
Blobby, Blobbyland
YOB:Well if you like the look of that, wait until you see Nobby Goes to the Circus, coming soon on the Nobbysoft label.

SEGA SICKENERS

Dear YOB
I was reading a certain newspaper the other day, trying to find a piece of news worth reading, when the headline 'Sega Sickener' caught my eye. The article was about the Mega-CD game Night Trap and how MPs are objecting to it. It said that the actresses wear 'revealing underwear'. Surely the MPs can't be objecting to that as the quality of the picture is not that good. Dame Jill Knight said 'such games encourage people to maim, mutilate and murder'. The whole point of the game is to save the characters from being murdered. There can't be a problem with young impressionable kids getting hold of it when it costs £50. The kind of person with that money could watch a film or TV programme with much more violence. And did any of them play the game? I don't think so! When will these people stop ruining other people's fun and try and get something more important sorted out — like the homeless etc.
Tim Mayes, Raunds, Northants
YOB:Yeah, it's just the cacky elderly press blowing wind again. The worse thing about the whole article was that none of the people quoted had actually played the game. Disgusting!

AUSSIE BACKLASH

Dear YOBbi[illegible]
In your J[illegible] edition you once again laid into an Australian letter with tremendous comebacks like "You're for [illegible] too stupid" — [illegible] master of wit and sarcasm. Before you start spouting forth "what would you know" I'd like to point out that I am 18 years old and moved from England two years ago to Australia.
I moved from a country that is seeping down the gurgler, becoming the pollutant waste centre of the world; to a country which, by combining Asian technology and knowledge, American flamboyancy, British perseverance and Australian guts and determination, is becoming a proud country.
It may sound like a Thomas Cook advert, but while I'm living in a country that has summers of 30-40 degrees and winters with lows of 14 (chilling!), and a government able to learn from other countries' mistakes, you, my friend, are living in a land where you're lucky to see the fiery orb of the sun [illegible] the waste and smog in the air. England — excellent people, [illegible] place to s[illegible], wouldn't live there with [illegible] [illegible] assurance.
You should feel lucky that people over here buy your Mean mag. You see it's now March 21st, and the January edition has only just hit the shelves. Because you send them by ship, we miss out on all the freebies and comps. There are now Australian mags breaking onto the scene with comps and freebies a-plenty. So set up your publication here, or send your mags by air (hang the expense). Your fate is in your own hands. Incidentally, did you know that 'Mean YOB' is an anagram of 'Me, a Nob', 'Amen boy' 'Amy Bone' 'Be moany'. L[illegible] you say something constru[illegible]
James McCluskey, Perth, W[illegible] Australia
YOB:Yeah, I've seen Sylv[illegible] Waters. Stay there — and I['ll] see you down the skin canc[er] clinic before you['re] 30.

Listen, Ms Shelley, what Rick[y] Edwards thinks is up to him. OK?

GOLF

This is to Certify That
Gordon Partridge
has a handicap of
45
playing Jack Nicklaus
Power Challenge
on his megadrive in his
front room.

THE GAME WITH MORE CONTOURS
THAN A RAP SONG IN BRAILLE

TWO JACK NICKLAUS INSPIRED FOLLIES

DOH?*! NO DESSERT?

100% GORDON PARTRIDGE

MEGA DRIVE

ACCOLADE

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• new for MEGA DRIVE • new for MEGA DRIVE • new for ME

The ultimate challenge has arrived for the Sega Mega Drive

"Racing miniature boats, cars and choppers over sand pits, snooker tables and breakfast mats! It may sound weird but it's hellish addictive!
Dodge orange juice stains, jump over playing cards into snooker pockets - simply brilliant" N-FORCE

MicroMa

"A fantastically playable racing game"

"Arguably the best race game ever written"

Neil West, Mega magazine 92%

"So fast and furious, really challenging, it's just perfect"

Tom Glennister, Megatech magazine

92%

16-BIT CARTRIDGE

Codemasters

coming soon for MASTER

EGA DRIVE • new for MEGA DRIVE • new for MEGA DRIVE • new

achines

"One of the best and most original games ever"
Look-in

93 PERCENT "Probably the most playable game I've ever seen on the Mega Drive"
Gamemaster magazine

MEGA GAME

97 PERCENT PLAYABILITY
Mean Machines Sega

IF YOU DON'T GET IT, WHAT ARE YOU PLAYING AT?

TOPPLES

OIL

SYSTEM and GAME GEAR • coming soon for MASTER SYSTEM

Telephone Codemasters
0926 814132

Q+A

O! Frabjous joy: "Fla [illegible] **and answers** [illegible] **with Jaz donning his** [illegible] **special answering** [illegible] **to come up with all the** [illegible] **to your wild 'n' wacky** [illegible] **If you've got some questions** [illegible] **a hole in your cortex, why not** [illegible] **in? The address is LAVATORY** [illegible] **COME IN DIFFERENT COLOURS** [illegible] **SHAPES UNLIKE ME, Q+A, MEAN** [illegible] **PRIORY COURT, 30-31** [illegible] **LANE, LONDON** [illegible]

TRONS

Dear Jaz

I still have [illegible] MACHINES [illegible] and I [illegible] you please answer my questions?

Series, Team Williams

Edmond come out on Game Gear?

2. Which are the best [illegible] the following categories: [illegible] ups, sports sims?

[illegible] you get back issues of MEAN MACHINES SEGA? [illegible]

▲ Sofia is a nice [illegible] big-chested [illegible]

[illegible] Gear to Genesis [illegible] [illegible] we've ever played?

[illegible] American/USA games cost over here?

[illegible] Wolverine [illegible] Sonic 2, Powerdrift, [illegible] and general. 2. Sonic [illegible] Game Gear Sonic 2 [illegible] Mean Machines. 3. It's up to you. Personally I'd use a shield. 4. Power Supplies. 5. It's not. 6. No. 7. Of course it isn't. [illegible]

MY WEEK FILO

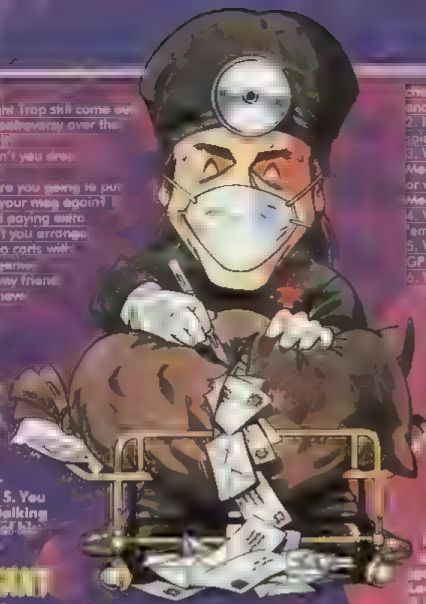
Dear Jaz

[illegible] you please help me [illegible] this lot:

1. Will Football Champ [illegible] on the Mega [illegible] be called [illegible] Megadrive? [illegible]

[illegible] EV

Dear Jaz [illegible] my help [illegible] and Mega [illegible]



Mega-CD:
2. Will Night Trap still come out after the controversy over the woman in it?
3. Why don't you stop farting back?
4. When are you going to put videos on your mag again? I don't mind saying extra.
5. Couldn't you arrange some demo carts with about 10 games — Sonics — my friend says they have them in America?
William, Forfar

...2. Yes, 3. because ...haven't nicked it ...up yet.
4. Not for ages yet. 5. You friend is talking right out of his backside.

FLAPJAW

...cheaper than the first Mega-CD and if so, why?
2. Is the ...-CD as brill as it is said to...
3. Will ...e able to use you old Megad... with the new Mega-CD or will ...e to buy a Megad...
4. What ...s best platform shoot 'em up ...Megadrive?
5. Which is best, Super Monaco GP II or Super Monaco GP II?
6. Will there be many games for the Sega Tap? What kind and how many?
7. Will there be a 32-bit ...coming out from Sega in the ...oreseeable future?
John Heaney, Navan, Co Meath

JAZ: 1. Yes it is. It's ...cheaper because Sega ...have cut down on some of ...the more expensive ...inside the machine like ...the motorised CD tray ...and also streamlined the ...ships. 2. Yeah. 3. ...Everything is compatible. 4. Rocket Knight is pretty fabo... 5. ... Yes, but only two ...games I know of use it - J... League Soccer and Gauntlet II.

4. What's the difference between the Megadrive 2 and the first one?
5. What will you get with the Megadrive 2?
Robert Mitchell, Dalehem, Gateshead

JAZ: 1. No. 2. Yes. 3. John Madden's '92. 4. The design. 5. No packages have been announced as yet.

Y BYD AR BED-WAR

Dear Jaz,
I own a Megadrive and would like these questions answered.
1. Will Final Fight 1 or 2 come out on the Megadrive?
2. When Virtua Sega comes out ...give the Megadrive Mode...
3. How much will it cost?
4. Shall I get a SNES or a Mega-CD+
5. Will Capcom's arcade machine game Cadillacs and Dinosaurs come out?
6. Will Jaguar XJ220 come out on the Megadrive?
7. Which is better Mortal Kombat ...

...2. Shall I get a SNES or a Mega-CD+

...contacts. 2.
We say ...are MEAN MACHINES, please can ...of your free ...and many ...3. Unless you can ...or have permission to use other people's phone, you have to foot the bill yourself. 4. Not without ...person, maybe. 5. Quite ...sorry.

MILLBOY CAZ

...ICHAU CWM

...our immense knowledge of ...

...ssible on a 16-bit ...

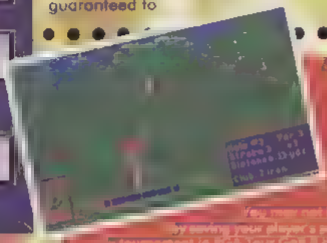
...ean the original Megadrive or ...exactly the same?
...Ian McLaren, Nailsea, Bristol

JAZ: 1. You're getting mixed ...another. 2. Yes - we'll be ...review report. 3. Exactly the ...time this month).

...Whatever gruesome ordeal this can be said to you feel today?

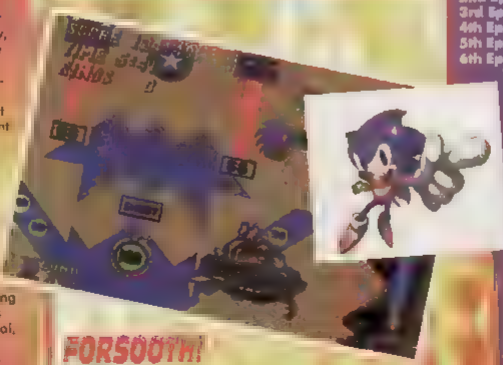
TIPS

Ch great great and great again! Tips R Us! Well Tips R Paul, because they're mine now. Mike, the tips geography teacher, is back-packing in Scunthorpe. The tips public-schoolboy's voice broke and he's joined a group called 'Skeptic Pheasant'. So, since the tips old man is holidaying in Bridlington — for as long as his cash mattress holds out — it's down to me! I promise I'll check every tip on one condition: as well as sending me the best game-crackers in the biz, I want *alternative* tips. For example, which game is guaranteed to wake your neighbours at 3am! Get the idea? Get them in to: CAKKA GIBBON PRESENTS TIPS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.



DRAGON'S FURY

People go by sending in their high scores for Dragon's Fury, but we're not impressed! The fact is the password system allows anyone to rack up millions of points by saving the table as the score rises. Don't think we don't know this, right. Upon getting 99 999 999 it only takes one more point to transport the player to the final bonus round. Any road up, here's a password that saves players all this trouble and summons the final bonus round straight away. But first don't you think that Peter Williams has the most sensible sounding name in history! I bet he was milk monitor at primary school, beer monitor at college and probably works as a civil servant monitor now that he's grown tired of wearing all that silly college gear and is now relaxing in some sensible suit and shoes to match! Bet yer he does! Bet yer!! Oh yes, the code: ALCLAEBECK



FORSOOTH!

Christopher Martin's ambition in life is to become an archaeologist. He's going about it the right way too with this astounding discovery. On 'Sonnic Thee Hedgehogge' for the Megadrive, when the title screen appears, press UP, DOWN, LEFT and RIGHT on the D-pad. Now press A, B, C and START. This makes a level select appear. Has anyone seen that film 'Back to the Future' yet? It's about this ...

MEGALOMANIA

That Adam Gower, eh! What a true megalomaniac he is! Not only has he achieved 'Megalomania' with but one god, but he's achieved it with all four — Scarlet, Oberon, Madcap and Cassar! The mind boggles, doesn't it.

Scarlet (red god):
2nd Epoch: ZTYCAAVMHTF
3rd Epoch: AJBBOJKUKNF
4th Epoch: KSSCECXGOTV
5th Epoch: IXSCICXUJBH
6th Epoch: CIRASDDXDBL
7th Epoch: HUGCKLUBBB
8th Epoch: TOEBULTSZGT
9th Epoch: RNTBIEBUYGD
Megalomania: CPFDGLLMWMX

Oberon (yellow god):
2nd Epoch: INPAGGJAEBZ
3rd Epoch: MLNDATXJQTF
4th Epoch: RYICWOBCXTT
5th Epoch: MOOACGVYBUR
6th Epoch: CDOBIDWHODJ
7th Epoch: ORMDYPZRJUT
8th Epoch: WNEDYDSBZHL
9th Epoch: QAKDVLFKOQX
Megalomania: XXEDVBJSBGS

Madcap (blue god):
2nd Epoch: CQFAPSVSGHK
3rd Epoch: HDNBHWGZPBW
4th Epoch: BUIA[illegible]
5th Epoch: AWVF[illegible]
6th Epoch: CPMD[illegible]
7th Epoch: VJNAVDGXIMX
8th Epoch: YMGBHOWUEOI
9th Epoch: ZAQDZPCQIOE
Megalomania: IQFDUDYUMMA

Cassar (green god):
2nd Epoch: IHGABUPCHHE
3rd Epoch: ZEEAPRMHSNE
4th Epoch: ODFARQFIATC
5th Epoch: MKMCPVGUFOM
6th Epoch: KPMCHXWUFOG
7th Epoch: PEPAJSOHCE
8th Epoch: GXFAOPSTZHJ
9th Epoch: HLPCFZTPTBR
Megalomania: XGDOMBVSENX

FRANK LEONE

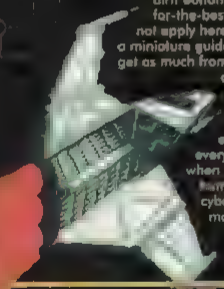
LOTUS TURBO CHALLENGE

ROAD RASH II: THE ED 'PINKY' LOMAS WAY

ECCO

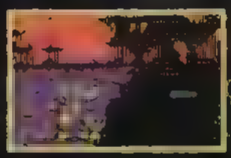
CYBORG JUSTICE

There's no justice in this world! At least believing there's no such game as Cyborg Justice is a forgivable sin for all the praise it receives! Despite its [illegible] game is rockin' excellent! In fact, in all seriousness, these stonking, stomping Cyborgs beside most other beat 'em ups into the dirt! Button-bashing, hope-for-the-best tacticians need not apply here! Anyhow, here's a miniature guide so that you may get as much from this game as we do. It concentrates on the Juggle mode only, but the tactics employed are every bit as wicked when exercised against human controlled cyborgs in Duel mode.



Above our cyborg is seen beating the opposition into shape before its reconstruction and a second beating!

GREAT DIVIDE



Wait for the missile to fly by. Say something like 'Hello Missile'....

Take a leap across the gap....

...and finish off with a jump-kick, otherwise it's bye bye Mr 'Borg!

Once the Big Foot legs are in use the only obstacles that require special attention are the gaping holes in level one. These are easily crossed by executing a jump-kick.

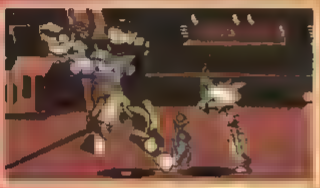
PERFECT MACHINE

Experimentation with the assorted torsos arms and legs eventually suggests that the perfect machine is this

Laser Hand: Forget all the close range body parts available they only give the enemy opportunity for putting your blast. Long-range weapons such as the Launch hand and Laser hand are the safest bets. Choose the Laser Though its usefulness against groups of enemies isn't always guaranteed, the quick destruction of the boss characters is — it can't down to coincidence that all bosses carry this weapon!

Lobster Body. Apart from looking unbearably cool in this piece of kit your cyborg has the advantage of armour plated shoulders. These make for more effective shoulder arms and the light weight nature of the Lobster body allows your cyborg speedy movement. The Big Booster body is the only one that [illegible]

▲ *After tearing an enemy's torso from its housing, use it to carelessly clunk around at its mates!*



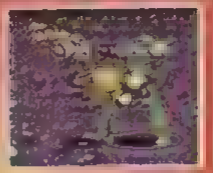
At the end of each round points are awarded for both brutality and fair play. What this amounts to is how ruthless and/or fair giving your tactics are in battle. Brutality points are most easily gained by ripping your opponents apart in addition to the usual, straight-forward battering techniques. By dismembering the enemy your cyborg is free to use advantage in whichever way it sees fit. Further brutality points are obtained by lobbing the stolen body parts back at their owners. In the meantime your fair play bonus is amassed by the kindly reconstruction of fallen cyborgs and trashing them once more! One word of caution: resist ripping on enemy's torso from its legs as this causes instant termination. This is fine but it handicaps your bonus chances in a big way.

▲ *The perfect machine, modelled by our very own Gary Harrod. There's a tiny designer label on the laser – the only reason Gary agreed to model!*

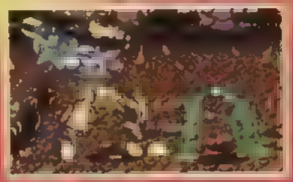
Big Foot Legs: Like the Big Booster these legs aren't nearly as agile as the others. The reason for choosing them however, is mainly for tactical reasons. These legs are immune to death traps which means that your cyborg lures others onto them without fear of taking any damage to

CYBORG TIPS

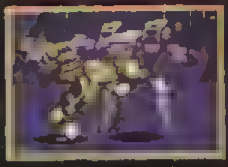
As you know, cyborgs only begin their mission with a maximum of three energy bars – unless the options are modified otherwise. Here's a way of cheating your more respectable way. The worst catch [illegible] absorbs the enemy cyborgs' energy and simultaneously drains it from you. The best part about this is that the player controlled cyborg gains an extra energy bar each time the meter goes off the scale. Consequently your cyborg is capable of storing a maximum of six energy bars – the equivalent of six extra lives – unless its torso is removed. The safest way of exploiting this technique is by making the most of your cyborg's Big Foot legs and leading the enemy onto the magnetic pad. From here on in, it's the simple force and then repeatedly retracting them is much easier. Enemy cyborgs reconstruct four times before expiring completely.



▲ Enemy cyborg dismantling antics!



BOSS TIPS



The bosses in Cyborg Justice are all very much alike in their attack patterns. In every case the beneficial laser hand soon becomes redundant. Similarly, the bosses all approach your cyborg head-on and, unless targeting with the laser very simple. Have your cyborg leap over the red, photon attacks when the boss is off screen and never get too close. Close proximity to a boss is tempting the loss of an arm or, worse, the loss of your cyborg's torso (and instant death).

Justice for all: The only exception to this rule is, not surprisingly, the final boss. To begin with the final confrontation is not with an enemy cyborg but with the mainframe computer itself — the controlling unit of all enemy cyborgs. There is a bank of laser turrets that protect the machine beyond. By observing their movements which, in turn, predicts their fire patterns, duck or leap over the laser fire. Your target is the computer itself. Once more the laser hand is best used here, although it is likely that your cyborg has lost it by now. Under these dreadful circumstances a succession of carefully timed jump kicks is the best way of overcoming this final obstacle.

SPIDERMAN

Blimey! I thought this game was all out of cheats but no! Here comes Timothy Baker and with him the method for grabbing two hours worth of time to clear Spidey's name.

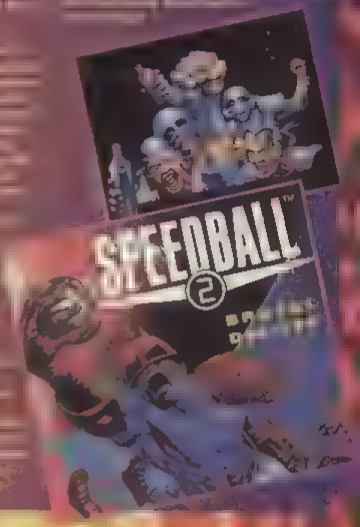
As time runs out and the bottom of the screen turns to red don't worry. Just kill off Spiderman and continue — Spidey now has two hours with which to complete the game.

SPEEDBALL II

OK fi[illegible] heroes, despite all your [illegible] dreams of [illegible] and [illegible] your [illegible]

[illegible] Draw [illegible] teams by [illegible] time. By doing this [illegible] revenue [illegible] 200[illegible] time[illegible] ing [illegible] cash [illegible] pitch [illegible] — and [illegible] the [illegible] best [illegible] es in [illegible] After [illegible] points [illegible] on offer [illegible] Speedball II [illegible] thing that isn't [illegible]

[illegible] turned to the manual. This is most effective for [illegible] the [illegible] game.



TEAM USA BASEBALL

Flattery, as we all know, gets people nowhere. However, if you're Matt Hammond, it does get your pass-codes for Team USA Basketball printed in the tips section of MEAN MACHINES. The fact is, Matt blabbed on about his devotion to the mag and so — being suckers — we decided to let him have his say. These codes take the USA team to the semi-final, the final and the medal collection points in the tournament.

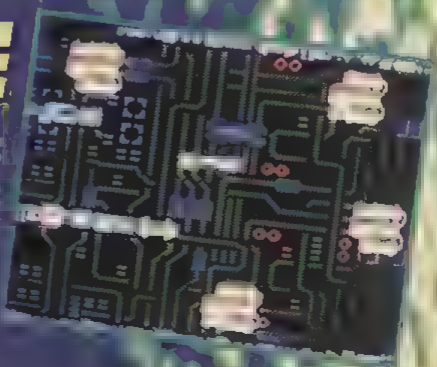
Semi-final: JBT67BF
Final: JDT678C
Medal collection: JCT67BH

Right, Hammond, any more creepy letters like that and oh alright, we're bound to print whatever you want. Doh! (Are we

MASTER SYSTEM TIPS

R-TYPE

[illegible] is a really, really old tip for a [illegible] really old game. Still [illegible] and the game are handy to have [illegible]round. On the continue screen [illegible] [illegible] maximum of twelve. Entering the D- [illegible] next screen. Actually, the piece [illegible] paper this tip is written on is look[illegible] a bit yellow and faded, so it might well be fossilized. Who knows, eh?



SONIC II

There is a much easier way of obtaining the level select cheat for Master System Sonic II and this is it: Before switching your Master System on, [illegible] troller [illegible] LEFT on [illegible] buttons [illegible] the console [illegible] run off the [illegible] controller [illegible] button II [illegible] ing all of [illegible] level select [illegible] pressing [illegible] yous a-plenty go to Chugg for setting that one straight.

SONIC II

It's hardly surprising but Sonic II is the only Game Gear title causing a stir at the moment. There are certainly no Axe Battler tips to speak of at any rate! Gethin Williams is the person responsible for, once again, supplying the elusive level select cheat. It is this. Press DOWN, LEFT on the D-pad and buttons I and II. Keep them held down and press the START button when Tails' eye is closed – no wink. That's it! That's it! Blimey and here's us with blisters on our thumbs. Crikey!

COBRA COMMAND

Ed Lomas' cheat allows the selection of a special 'Training' mode. Here it is possible to continue after every loss of life instead of returning to the beginning as usual. On the title screen press START so that the GAME START and CONFIG MODE words appear. Now press UP, DOWN, LEFT, RIGHT and an explosion is heard. This means that the cheat's working. Now, when CONFIG MODE is highlighted the new TRAINING MODE is available! Now before we send Lomas packing let's just mention that the bloke's a mad Pink Floyd fan and is known to his friends as 'Pinky'. Ed, calling yourself Pinky isn't a good idea, right! It's just not. So stop it because we're embarrassed for you! Grie

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RELEASE JULY

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

115,965

ORIGIN

This is a small screen conversion of the completely excellent Megadrive smash of the same name.

HOW TO CONTROL

The D-pad moves Axl right for words and backwards in response to these directions on the D-pad. They have a number of special moves obtained by using a combination of all the buttons.

1 Attack

2 Jump

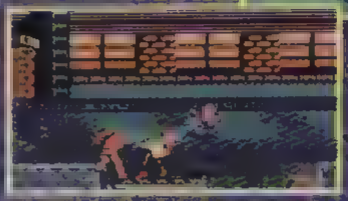
HOW TO PLAY

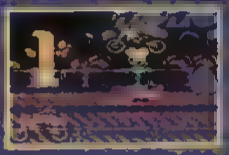
As one of the three vigilantes, fight through eight levels of deadly foes before a final confrontation with Mr X and freedom for Adam.

Just when retired cops, Axel and Blaze feel they can kick back, put their sleepers on and have a nice cup of Nescafé, other sorting out the fiends who tried to [illegible] their contemporary, Mr X, [illegible] their former colleagues [illegible] of drugs.

This time the master of hassle has kidnapped [illegible] friend, Adam and [illegible] him, so dragging Adam's little brother, Skate with them, they set off along the stricken city streets, kicking [illegible]

Blaze goes for an unscheduled night thanks to the fire-breathing fat boys!





STREETS OF RAGE

COMMENT

At last! A truly decent beat 'em up on the Game Gear! This 4-Meg cart has been [illegible]

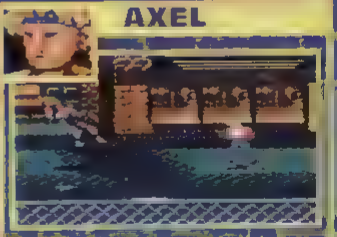
Yeroo, it's really fast, with eight levels teeming with tough and varied baddies [illegible]

The hard mode is sure to [illegible]

Non of the simultaneous two-player option is [illegible]

[illegible] Ali three characters are totally unique and the differences in their strengths and weaknesses is astounding. All in all, a great [illegible] so petty to miss.

AXEL



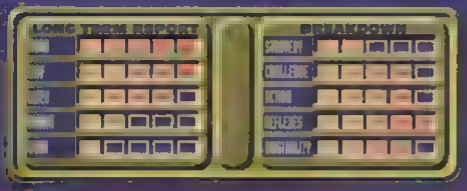
Axel's kneed 'em about powerfully to stick to dismiss even the hardest baddie at his prime.

Axel's the martial arts master, a skill he uses to great effect. Since he's also quite a chunky chappie with masses of bulging biceps, he's still fairly well up in the punching, kicking and head-butting department, he's got some really neat special moves including one that's very similar to Ryu's Dragon Punch in Street Fighter II.

POWER: ● ● ●
TECHNIQUE: ● ● ●
SPEED: ● ● ●
JUMP POWER: ● ● ●
STAMINA: ● ● ●

PEOPLE POWER

There are three heroes to choose from, each with their own special abilities and attacking powers. Here's the list of characters at your command.



COMMENT

PRESENTATION 92

▲ Some pretty presentation screens, a pat-itchard lead to the game and a reasonable range of options.
▼ A duel mode would have been nice.

GRAPHICS 89

▲ Good sized sprites and some lovely backdrops for the Game Gear.

SOUND 88

▲ Atmospheric music and some great sound effects but naturally enough, its not a patch on the Megadrive version.

PLAYABILITY 90

▲ Really good fun and utterly addictive — it's not a case of just mindless button-bashing either, you really have to use your brains.

LASTABILITY 87

▲ Eight huge levels (each with sub-levels) present a goodly challenge for one and all on HARD mode.
The EASY mode is just a bundle of fun.

OVERALL 89

An excellent sequel to an already good game — one of the best scrolling beat 'em ups to ever hit the Game Gear.

PUMP UP THE VOLS

Make no mistake, there are a lot of enemies to batter into oblivion in this game including middle and end of level bosses, all with their own methods of dealing out death. For example, Jet goes for the flying attack which the player has to be quick to avoid, Predator practices the ambush laser attack, R.Bear wields the hammer punch, Shiva prefers to kick the player to death while the final showdown with Mr X involves a potentially fatal rendezvous with rapid-firing machine gun fire.

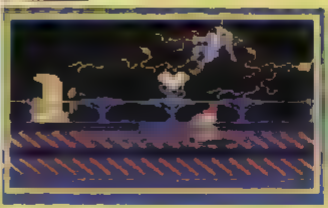
BLAZE

Part-time furniture mender, Blaze, makes a few vital adjustments to one client's invisible chair.

With her knock-'em-dead figure you wouldn't think this woman would have to scrap much but fight she does — usually to great effect. She's the team's all-rounder and she's picked up a few more attacks since the prequel, including a nifty somersault kick and a usually-fatal short-range fireball. She's probably the best character to be.

POWER: ● ● ●
TECHNIQUE: ● ● ●
SPEED: ● ● ●
JUMP POWER: ● ● ●
STAMINA: ● ● ●

SKATE (SAMMY)

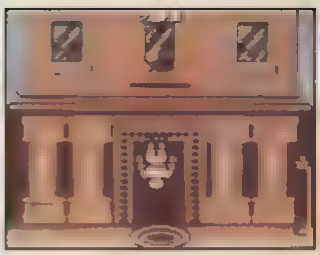


Young Skate is Adam's street-wise kid brother. He's the speed-freak of the group and his jumping ability is second to none but he can't take many hits because his stamina level is so low. His main speciality is a fab Dhalsim-style yoga spear which doesn't do the enemy any favours at all.

POWER: ● ● ●
TECHNIQUE: ● ● ●
SPEED: ● ● ●
JUMP POWER: ● ● ●
STAMINA: ● ● ●

NO PAIN. NO GAIN.
STUDENT DRIVER
BUCKLE UP FOR SAFETY

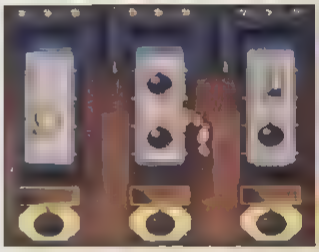
(NO BRAIN!)



They're **wild!** They're **wacky!**

Spin and Slick will **crack** you up–and do much worse to themselves!

After 5 levels of crunching **collisions** and kamikazee **crashes**, they'll have more than just a **screw loose!**



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ANDRE AGASSI TENNIS

2 PLAYERS

TBA

TECMAGIK

JUNE

CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: FIDGETY
GAME DIFFICULTY: DIFFICULT

SCORE
WIN ONE MATCH

The game of tennis. A tennis player named Andre Agassi. Combine the two and here we have it.

Move your chosen player with the D-pad and use the A and B [illegible] hitting the ball.

[illegible] the ball.

[illegible] the ball.

HOW TO PLAY

Single players challenge computer [illegible] match or tournament. Two players also compete but only against each other in one-off matches.

[illegible] Ivan Lendl and Boris Becker in their homes for a spot of pressure practice. Not literally, of course, but in the form of this spectacular looking tennis game for the Master System.

Andre Agassi Tennis provides the opportunity for a one- or two-player single match played [illegible] players have a choice of [illegible] tournament in either hard or [illegible] courts.

Novak: ouch! nuts balls. And a lot more besides in this action picture!

THE ROUGH WITH THE SMOOTH

There are four different surfaces available to the player in Andre Agassi Tennis. Players may risk grass stains on the lawns, chance their fore-arms on the hard surfaces or face the unpredictability of clay.

There is also the opportunity for playing indoors. It might not be so exciting, but keeping track of wayward balls is easier when surrounded by four walls. Adapt your play to suit the court you're participating on!

PAUL

It's incredible just how closely this Master System incarnation resembles the Megadrive version! In fact, judging from first appearances, Tecmagik have truly scored an ace. However appearances become insignificant when a game plays so awkwardly as this, in which case the ball in Tecmagik's court suddenly flobbles uselessly off into the canvas! I don't enjoy criticising games that have so obviously had a lot of time spent on them, as is the case here, but the flaws are impossible to ignore. The control method is just so unwieldy, it puts you off the game completely. Sorry, Tecmagik.

Are the racket and ball having balls, or telling that something about making a "racket", or if you prefer, a reference to Agassi's tennis appearances.

COMMENT

RICH

The Master System programmer has done a great job of converting the Megadrive version. Unfortunately, as we said last month, the Megadrive game wasn't that much cop. To be fair, the graphics are excellent, representing the action incredibly well. However, sports sims desperately need to be playable and as Paul says, this isn't. I find it incredible that you can't run and hit the ball at the same time. You have to run to the right spot, wait for the ball and then hit it (if you can). This makes the action extremely frustrating. This could have been dead smart... as it is, I can't help but recommend Wimbledon Tennis instead of this.

PRESENTATION 78

▲ The options are all easily followed. The digitised image of Agassi every pleases some people.
▼ The front-end presentation is sparse.

GRAPHICS 93

▲ Superb! The game is certainly well served in this department!
▼ The animation of the players is jerky.

SOUND 79

▲ Reasonably on-court sound effects. The music is good.

PLAYABILITY 43

▼ Unfortunately the game is barely playable at all.

LASTABILITY 47

▲ As an instrument of torture, Andre Agassi Tennis may live long and, indeed, prosper.
▼ As a means of enjoyment the reverse is true.

OVERALL 46

Tecmagik's excellent reputation is ruined all by an unplayable tennis simulation. Go for Wimbledon Tennis instead.

I'M ANDY, TRY ME!

In total there are eight players from which the character most suited to your style of play is chosen. Obviously the main man is Agassi himself, but the remaining seven racketeers dreamed up by Tecmagik are there to cater for everyone's needs. For example Don Matt may lack speed but he is a powerful player and accurate with it. Ron Pepper, on the other hand, is speedy but less capable when it comes to hitting the ball home when it counts. Women's rights activists have no room for complaint either as both the female participants — Cassie Nova (green) and Carol Ark (f) — are two of the top players. Discover which player is best suited to your style of play!

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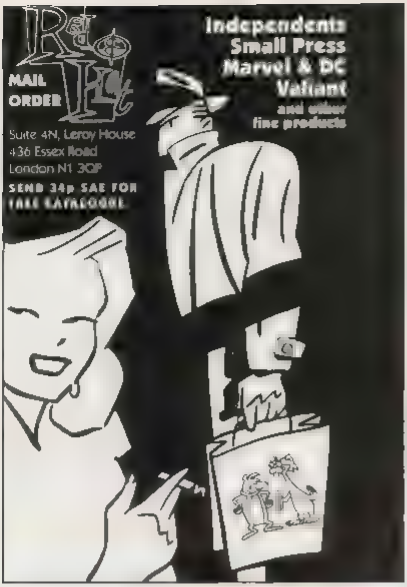

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0891 318 404.....[illegible] 2 & 1 CHEATS & TIPS
0891 318 405.....SONIC 2 & 1 CHEATS & TIPS
0891 318 406.....QUACKSHOT FULL SOLUTION & CHEATS
0891 318 407.....[illegible] CHEATS (SEGA MEGADRIVE)
0891 318 408.....MEGADRIVE CHEATS & TIPS (LOTS)
0891 318 409.....MASTER SYSTEM CHEATS & TIPS
0891 318 410.....[illegible] NES CHEATS HINTS & TIPS
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NO [illegible]

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1-2 PLAYERS

PRICE: TBA

BY: SEGA

RELEASE: OUT NOW IMPORT

CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: QUICK
GAME DIFFICULTY: EASY

53% complete.

Switch is hampered by many the world's greatest challenges. It is a completely original concept for a video game.

WHAT TO CHOOSE

Nothing could be simpler. Move the cursor above your chosen switch, press the button and presto, something highly amusing or rather violent happens!

Make a switch.

Make a switch.

Make a switch.

Calls up the easy screen.

SAVE IT IN A BAG

Save 16 of the world's commuters from destruction by organising the safest route through a madcap maze. Push all the right buttons to achieve success.

SWITCH

'Click': There's this dog in a laboratory okay? Anyway it drinks this test tube full of stuff, right and

'Click': After studying the Mona Lisa for a few moments a young boy reaches over the security ropes and presses a button. Imagine his surprise when.

'Click': It's snowing. A boy decides to take his dog out and have some fun by building a snowman. Little does he know that

Infuriating isn't it? Yet the only way of finding out exactly what happens next is by taking a good look at Sega's Switch. Switch is Sega's latest addition to offering for the Mega CD and its most loosely described as a game. Switch is presented in the form of over 1,000 slightly [illegible] into some sort of [illegible] a [illegible] capped [illegible] young lad who's the victim of half a dozen sight-gags. The remaining 950 [illegible] boy's dog to [illegible] The actual aim of the game is all a bit of malarkey [illegible] world's most [illegible] being razed to the ground.

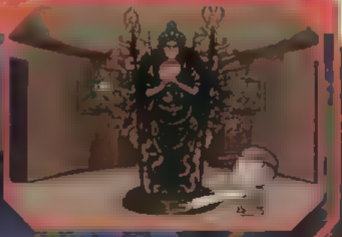
Choose the desired switch by moving the arrow over it. Hit any button and watch as the rest of the [illegible] you don't.

WHAT'S THE PLOT?

From what we can tell, the prevention of disasters is somewhat of a hit and miss affair. Whenever a disaster is triggered, the guilty switch is then [illegible] that [illegible] If you [illegible] down, you [illegible] journey through to the end [illegible] finished. Yeah, right!

EENY, MEENY, MINY, MO.....

No guessing how crazy the situation all the characters in Switch are triggered by the press of a button, the flick of a switch or pulling of a lever, to name but three. There are many more types of switches but they all amount to the same thing: every room, including, its monster, robots are present and waiting to [illegible] small percentage of the switches change the location, the rest prompt one of the 1000+ crazy gags.



COMMENT

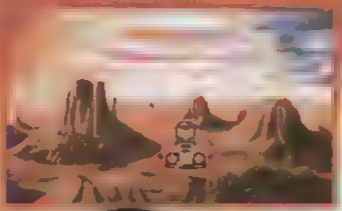
GUS

I've never seen anything like Switch. The first day I played it [illegible] was [illegible] Beavis and Butt-head. Sometimes it was the incredible graphic and sonic effects, but mostly it was the total weirdness of many of the scenes. This game's a mixture of the bizarre, the funny and the sick. And I did laugh — a lot. My particular faves are the statue of bums that pulls a gun and shoots the tourists, and the room with the dolphin and tiger which explode from the walls. This isn't really a game at all, just memory and guesswork, but it has a strange and total addiction. In its Japanese format it's no use as an educational toy — though children will be fascinated (some parents might be concerned by the fascination the programmers have with bums and breasts). I'd recommend it as the PERFECT interactive experience for older people who have a few friends round, as this has the makings of a cult classic which just might change the boundaries of the 'console market' and who uses them. I'd say it's the best use of the Mega-CD yet. Sega Europe — be brave and release it.

COMMENT

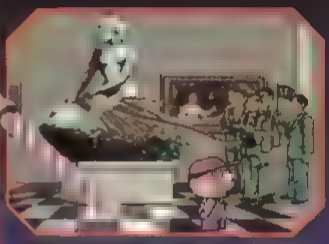
Switch takes a bit of the classic Monkey Island series and mixes it with a load of Monty Python-type humour. The result is just about the funniest thing I've seen in a long while — books, cinema and TV included. Everybody in the office took time out to watch Switch in action. As the first of its kind Switch is an impressive achievement. Usually when we talk about animation it's under a different light than this — it's rife with fantastic sound effects created by the voice of Kent Prick. Also, because this is a CD product, the soundtrack music is reproduced perfectly too. It all looks and sounds amazing! However, and it's a big however, there's very little actual gameplay. The pretence of some kind of world monument preservation quest is a bit thin and the button pressing amounts to pot luck for the most part. The proceedings also reach a point where many of the gags are ones the player has seen many times already. Admittedly some of the problems are caused by the language barrier but I doubt that understanding most of it would make much difference. Don't get me wrong, Switch is one of the top Mega-CD titles and worth buying for its novelty factor alone.

PAUL



WORLD OF THE WEIRD

Even if we knew what they all are, listing all the gags in Switch is impossible because there's so many! The majority are hilarious — some similar to Monty Python sketches while others are closer to those freaky foreign jobs shown on BBC 2 every now and then. They're of no use whatsoever, of course — more of a hindrance than a help to our hero's progression — but the game looks better getting there as a result!



▲ Aieee! Attack of the killer shellsuits of doom. Flee like the wind!

SPACE ODDITY

[illegible] — its colour describes how much of the location is already [illegible] also be saved from this screen. In all there are 2 [illegible] stages wi[illegible]

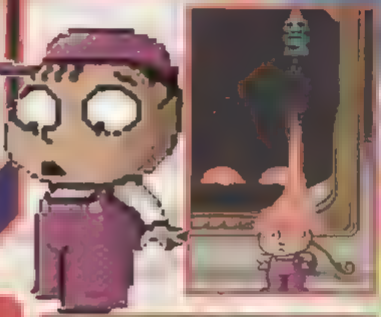
[illegible] across the road.

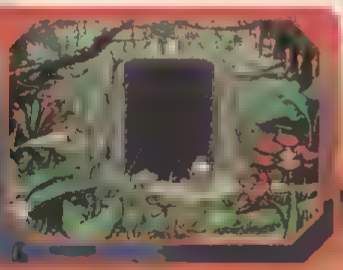
WHAT ARE THEY ON ABOUT?

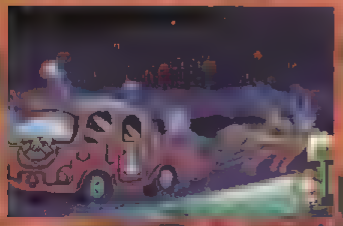
Game switches prompt advice from our boy and his dog's mates. One of them is a scraggy caveman, the other an angel. This contrasting pair appear to influence the player's decision over which switch is pressed and where. Unfortunately this isn't definite as all the game's [illegible] is in Japanese.

▲ It's a lawnmowergirl! This caption is in memory of Fraser Gray, who has recently passed on to Megatech.

▲ ...Like you just stepped out of the salon...







For your copy of the 'Illustrated Joy Of Lightbulbs', send your dosage P.D to BRAIN MACHINES...

A sculpture swaying lifting out loud whilst finishing to Jason Donovan on his personal stereo, yesterday's probabl

PRESENTATION 93

▲ A brilliant introductory cartoon is followed by a simply understood

GRAPHICS 97

▲ Switch gives you the impression that cartoons on TV. The sequences are brief but high quality. Here are some of the funniest sight-gags around.

SOUND 94

▲ The Mega-CD is the perfect machine for the freakish the music is perfectly reproduced and has variety enough to prevent repetition from becoming annoying.

PLAYABILITY 72

▲ The desire to see every single gag is irresistible.
▼ Switch is basic. Pressing a button is not the most inspiring of pastimes in the end.

LASTABILITY 60

▲ Switch will always be welcome at parties, amusing the guests a long bits.
▼ Game maniacs may find this dull after a while.

OVERALL 70

Another outstanding showcase piece of software for the Mega-CD. Switch is sure to satisfy most people's sense of humour but not their games-playing skills to the full.

2 NEW

MEGA

Join Buster Bunny in this hilarious, 33 stage search, through 7 wacky territories, in his quest to find the hidden treasure. This exciting, fun-filled adventure is genuine 24 carrot gold..

Buster's Hidden Tr

TEENAGE MUTANT NINJA TURTLES

THE HYPERSTONE HEIST

The Fearless Foursome are back! Shredder has taken control of the mysterious Hyperstone and miniaturized New York City. Can our heroes defeat him again? Only they can preserve the rights of citizens freedom, and on-time pizza delivery!

KON

Konami, Television House, 269 Field End Road, Eastcote, Middlesex HA4 9LS

TITLES

DRIVE

SUNSETRIDERS

Available soon!

It's Spaghetti -Western action all the way, in this wacky Wild West shoot 'em up.

Can they

democracy

On foot or on horseback, you ll have to be quick on the draw, as you challenge angry Indians, cattle rustlers and the meanest, smartest outlaws.

SEGA

KONAMI®

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1-4 PLAYERS

£30.99

TBA

(IMPORT ONLY)

OPTIONS

CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: 3
RESPONSIVENESS: QUICK
GAME DIFFICULTY: MEDIUM

Three league games

RBI Baseball '93 is a sequel to Tengen's RBI Baseball. Strange though it may seem, both games are simulations of baseball.

For both batting, pitching and fielding: use the D-pad for the movement of the player and the A, B and C buttons for the appropriate action.

A — Swings bat/throws ball.

B — Advances player to next base/Picks off a base.

C — Moves player to previous base/Throws a spit-ball (in conjunction with A).

Starts the game/Calls a time out.

HOW TO PLAY

Select a team, or create your own, then challenge another to a game of Baseball. Your opponent can either be human or computer controlled.

R.B.I. '93 BASEBALL

There's nothing like a stroll in the park, is there? These fake establishments, lovingly tended by their keepers, are the pride of their town and we'd all be a lot worse off without them. Right? Well this is the general idea. In fact the humble park has come a long way since its basic beginnings as a 'place' where cavemen could throw rocks at each other. Whatever way you look at it. Nowadays we have the likes of 'safari parks' — where monkeys can throw rocks at our cars — and 'amusement parks' — where we can throw things at fake monkeys. And then there are 'ball parks'.

Now, although there are many things worth doing in a park, it isn't the kind of place worth watching. Basically because it's just grass. However ball parks are different. So different that they warrant the presence of thousands of spectators every weekend and are surrounded by huge structures. The reason for this is baseball. The Americans invented it, the Japanese adore it and we, let's face it, are crap at it. No matter how much Tengen have managed to convince us that their game is an accurate baseball simulation. So accurate that it is endorsed by the MLBPA (The Major League Baseball Players Association). The game offers the choice of 28 Major League teams which means there's a whopping 700 Major League players available. If you like there's even the chance of creating your own team! You can even [illegible] the league of a good baseball game. The question is just how well does it play?

BALL'S EYE

One of the features unique to RBI '93 is the 'stadium tour' which takes advantage of the unique nature of baseball fans — their pride in the teams' home ball-parks. Perhaps England's closest equivalent to baseball's mass popularity abroad, is dogged fan adoration of shambolic grounds that are least said unmentioned. Ball-parks are the pride and joy of their baseball teams and so this Stadium Tour facility allows the player to scrutinise each of the 28 parks in the league.

▼*Listen coach, I can't concentrate on ball-smacking when you're having a rat-a-tat-tat over my head — get down!*

COMMENT

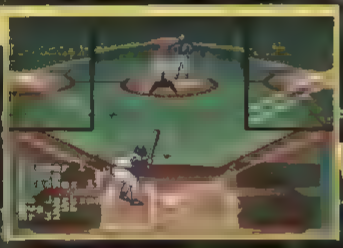
GUS

I agree entirely with Paul that baseball is the wrong type of sport for a videogame. Anyone who has sat on the bleachers, chomped popcorn and witnessed the long drawn out spectacle of teams constantly switching sides, realises how inactive the game is. This means that however competent and inspired RBI is, it's never going to be that much fun to play. With each play, the object of control changes so much (pitcher-outfielder-infielder) that you never feel in full control of any of them. In fairness, I must praise RBI's decent graphics and screen presentation, and it does seem easier to make proper strikes and catches than on Hardball III. I'm afraid, though, that the package has a very narrow range of appeal.

COMMENT

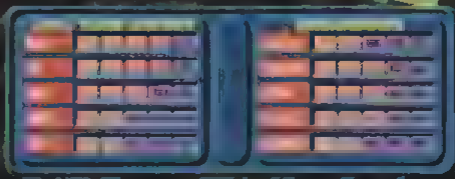
PAUL

Perhaps it's just me, but isn't this whole videogame baseball idea a bit boring? It just seems to me that baseball is too passive to make an exciting console game. No matter how many of the game's relevant sound effects and musical themes are included they never excite. A decent console baseball cart doesn't offer the immediate gameplay of a similar standard tennis or even golf equivelant They're also far removed from the complexity of a classy American Football game. This explains the relative lack of interest in such titles in this country. When was the last time you saw a baseball game in the charts, eh? In all fairness RBI Baseball '93 is another close representation of the sport. Custom building teams adds at least another couple of months to the game's life-span for solo players and two players have many a swinging time ahead. I prefer RBI's graphics over Hardball III's because they're much sharper and RBI is also much more accessible due to its lack of unecessary options plaguing most other baseball sims: I live in fear of a CD baseball game! It's dull but one of the best from an uninspiring bunch



CREATOR

It's almost standard practice now for companies to include a 'custom team' facility in their baseball games. Whilst RBI '93 is no exception it does offer a little more by giving the player the pick of all the division winning teams since 1984! In real life, of course, the result of including some of the seven years your team would be absent, but then who's complaining! Coupled with the choice of all the players from all of the twenty-eight league teams there's enough scope for an absolutely awesome team!



PRESENTATION 89

A variety of useful options. The game is also presented with a [illegible] helps a great deal.

GRAPHICS 89

RBI '93's sprites are well defined against the field, ball park look-a-like. ▼ It's all a bit samey looking but then, so's the real game...

SOUND 86

Tengen do an excellent job of recreating realistic ball-park sounds. Right down to the cheesy tunes in the background.

PLAYABILITY 82

[illegible] is very simple and not as absorbing as those found in other similar titles on the market. An enjoyable pastime for two players.

LASTABILITY 81

The 28 teams offer much for one player. The custom team facility prolongs the cart's life too. Having a two-player option also extends the game's lasting appeal.

OVERALL 83

Another high quality baseball title, this time from Tengen, more suited to the less keen baseball fanatic.

1-2 PLAYERS

£39.99

TBA

CONTROL: JOY PAD
CONTINUES: UNLIMITED
SKILL LEVELS: TOURNAMENT
RESPONSIVENESS: VERY GOOD
GAME DIFFICULTY: MEDIUM/HARD

The jerkpad moves your selected player up or down the pitch, whilst the timely pressing of the correct button tackles a player or passes and kicks the ball. Ball! Why do we bother, eh?

A PASS/TACKLE

B KICK

C PASS TO NEXT PLAYER

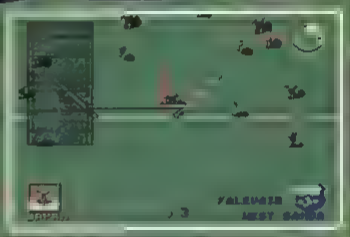
START PAUSE

Take the ball to your opponent's goal line, and kick the ball between your opponent's goalposts. Take part in fixtures against 16 other nations.

INTERNATIONAL RUGBY

There's a World in Union warbled the New Zealand opera singer, as teams from all over the globe came to Britain to crack some heads! Rugby is a bit of a gaming paradox. It originated in public schools, but involves behaviour that would be out of place in a bar room brawl. It has an elitist heritage but now fills larger stadiums than most football teams can manage.

The World Cup is the star date in the Rugby calendar. The top nations of the World, including the Home Nations of the British Isles, get together with countries newer to the game, like Japan and Zimbabwe. It's a right royal rumble and no mistake. A month of sweaty headbonds, dirty songs and lots of towel whipping about the only elements missing from Domark's new sports sim.



The Japanese prop forward thrills the opposition with his uncanny crossbar balancing ability...

...And disgusts all with his constant bribes japes.

GOLDEN CUP

The two major tournaments are the World Cup and the Five Nations. The World Cup is the biggie, with 16 nations split into four qualifying groups. However, the Five Nations is more interesting, dredging up old grievances between neighbours such as Scotland, England and Wales). Special victories within the Five Nations include the 'Grandslam', when one team beats all others, and the 'Triple Crown', where one UK team beats the others three.

AT THE BAR

The power/curve bar is commonly used for kicks and lineouts. By holding the A button, a variable amount of power for a flick/kick is selected. The bar then curves [illegible]

COMMENT

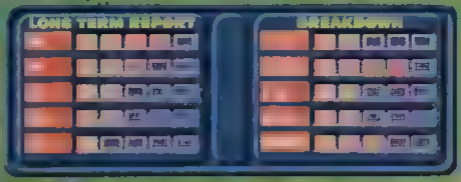
ANDY

I tried hard to like this game, but after straining my eyes through attempting to distinguish which of the pixie-like teams was mine, and then trying to clarify which one of these vertically-challenged players was in possession of the equally diminutive ball, I could take no more. To its credit, when things do get going they move along at a fairly cracking pace, but then you've got the mile-long pitch and the laughable tackling to contend with. The two-player mode lifts it a little, if you can find a mate patient enough, but if it's a game of Rugby you're after, save some cash and buy yourself a real Rugby ball.

GUSBALL

GUS

This looks really cack in play, though I was well-inclined to it for a while. Eventually the frustrations of the single player game got me down and too disheartened to go further. It's sometimes extremely difficult to see who has the ball, often at crucial points in the game, but this is as nothing next to the unfair tackling that commonly occurs. A tackle consists of your player flopping onto the pitch, usually missing the intended target. Fair enough, but the computer seems much luckier. It also manages to drum up loads of super-fast defenders, just as you have the line in sight. The other major moan is the oversize pitch. But apart from that... it's okay. That might not sound convincing, but Rugby desperadoes don't have any other options.



SCRUM OF THE EARTH

Here's your bluffer's guide to Rugby. You take the odd shaped ball and try to place it beyond the goal line of the opposition – a try scoring five points. Any player may run with the ball, but can only pass it backwards. Alternatively they may kick the ball through the large posts – a 'drop goal' scoring three points. After each try a team has a chance to score a conversion – a further three points by scoring a goal.

Tackles

The team not in possession is allowed to bring down the ball carrier by physical means – a tackle. If lots of players are involved with no clear possessor a scrum is called. The big players – or forwards – of each team bunch together with the ball held between them. By pressing the A button quickly, possession is gained and the ball passed out to one of the linebacks. If a team in possession doesn't pass back quickly the referee may award a penalty kick.

Lineouts

When a team knocks the ball out of the field a lineout is awarded to the other team. A line of players from each team forms itself at the edge of the field and a thrower off. Field lines to pass the ball to one of his team-mates. If he succeeds the ball is then passed to a waiting line backer to start a run.

Sweat poured off Andy's face as he strained to think of a witty rugger-related caption.

PRESENTATION 89

▲ Comprehensive options to alter game length and team set ups, the scenario is well played.
▼ No in-game quit option.

GRAPHICS 64

▲ There are a lot of thingies (presumably players) moving at one time during play, and scrolling is smooth. A reasonable functional approach.
▼ The characters are small, and look dated. Not attractive as a game.

SOUND 67

▲ Atmospheric and authentic enough, in the ways of whistles, presses oohs and aahs. Fair music.
▼ Nothing astoundingly original and not enough pain sounds!

PLAYABILITY 72

▲ The rules are easier to pick up than American football and the game plays faster.
▼ Annoying shortcomings, like the tackling system make it hard to like.

LASTABILITY 70

▲ Two players may find amusement, and single players with Rugby fanatic should smile like knights of the long tournaments.
▼ This won't strike fans as a classic sports sim.

OVERALL 71

An average Rugby game, which has some play flaws to add to its drab appearance. It's fun after a fashion, but fails to capture the real spirit of the sport.

DORIS STROKES

Davis Cup has all the major strokes of the real thing, which are vital for adding some strategy to the reflex gameplay. Normally, a button will give you a standard return — a volley, topspin and passing shot are all pretty similar ground strokes. By pushing the joypad at the same time, stroke variety is brought into play. High lobs bypass a net player, and dropshots force a player in from the baseline. Davis Cup uses the new six-button pad, by placing the variety strokes in the top three button positions.

DAVIS WORLD

Tennis kills. Did you know it was responsible for the death of James IV of Scotland? That Stewart monarch was a tennis freak and had a custom-built court laid at Dunkeld. To stop the constant loss of balls he blocked off all exits from the courtyard, including the royal escape route. Which he very much regretted one night when some assassins arrived.

Nowadays you cannot so much as walk on a court without someone coming at you with a breadknife. Oh well, it probably won't stop countless Megadrive owners risking life and limb with this fab new Tennis simulation.

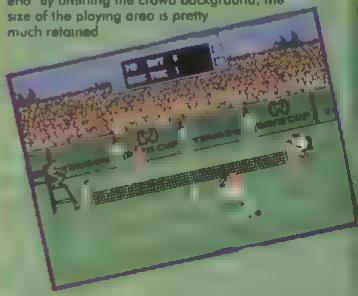
Ok sonny jim, pull those shorts down a bit or you're not playing...

PLAY SCHOOL

The training options in Davis Cup are quite comprehensive. Five different modes test five different skills. 'Service' teaches you service positioning, 'Precision' is geared to learning to aim for specific court areas, 'Speed' forces you to race around the court hitting a sequence of balls, 'Ball' is an informal knockabout between two players, 'Practice' is a solo session with a ball machine.

SPLITTING UP

One or two players, singles or doubles are offered as options. For two-player games, the screen is split, so each player can view the game from the near-end. By omitting the crowd background, the size of the playing area is pretty much retained.



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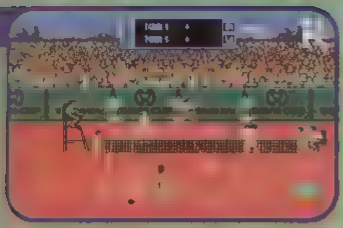
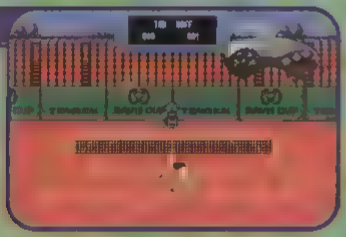
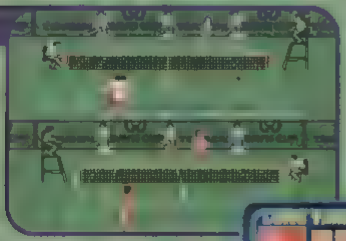






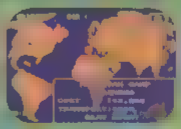
COMMENT

OH WHAT AN ATMOSPHERE

A lot of attention to detail has gone into Davis Cup tennis, which adds an atmosphere previously missing from Sega tennis games. The umpire keeps score with his incredibly deep voice and other linesmen make calls. Ball boys and girls pick up stray shots and all manner of rules (including time violations) have been faithfully included. The best original feature is the contest option that allows you to argue with the umpire about calls. It's a real laugh and sometimes his decisions actually swayed by your McEnroe esque antics!

HARD GRAF

Tennis is a year round job now that it's big in every hemisphere - indoors and out. One of three tournament options puts you in a week by week global touring scenario, judging your success by your earnings and rankings. Otherwise you may play single exhibition matches or suitably enough take part in the Davis Cup doubles event playing national teams.



PRESENTATION 96

▲ Polished to the nth degree, with smart details, stats, options and atmosphere.

GRAPHICS 84

▲ Good player sprites, animation and convincing ball movement.
▼ The larger the screen size, the busier the action appears.

SOUND 91

▲ Pukka digitised speech. Best tennis grunts ever!

PLAYABILITY 90

▲ Speedy smooth gameplay, and not too hard to learn the controls.
▼ The manic precision of the computer players makes solo games traumatic.

LASTABILITY 88

▲ All the manifold options and challenges make this a classic return-to game.
▼ Everyone's enthusiasm for tennis wanes eventually.

OVERALL 90

The best and surely the definitive and unsurpassable simulation of tennis ever to grace Megadrive, at last!

ROBOCOP 3

PLAYERS	1
PRICE	TBA
BY	MCLAIN
RELEASE	JULY

You know what to do with your Inner City problems. Burn them down and evict the people. Replace them with a theme park or a drive-thru. To this end, OCP corrupt corporation of Detroit city are employing cyborgs to drive the undesirable elements out of the Metropolis. They send Robocop to assist in the operation, but the bi-pedal bad-ass comes over all social workery, and sides with the inhabitants. Now he finds himself caught between ungrateful thugs in singlets, SWAT teams and an array of computerised weaponry. Cripes!

THE GOODIES

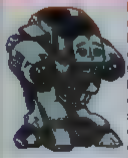
Robocop came as one of the 'Goodies'; now he's fighting them. Goodies include bazooka-carriers, airborne robots, guided grenade throwers and armoured ground units. In general, the armaments of 'Goodies' are deadlier than those of the disorganised

THE BADDIES

Splatterpunks have no regard for Robocop, and attack with handguns from all angles

white-tied rushes on
to just in time for its forces
you against an onslaught

COMMENT



GUS

Dredge as I might, I haven't got a whole lot to say about Robocop 3. It's a rather shallow game. Fair enough on the Game Gear, if it was fun — but it's not. The graphics are okay, if a little drab, and the thumping tunes are some of the better examples of Game Gear music. But the game's too boring and frustrating. Your large sprite is an unmissable target for most enemy fire, however fast your own trigger is. Coupled with the unimaginative level formats, it's a quick turn off.

COMMENT

LUCY

We often winge that games are too easy but there's a fine line between pleasantly challenging (ie hard) and ridiculously frustrating (ie ridiculously frustrating). This falls into the latter category and boredom soon sets in (along with a foul temper). It looks okay but it's a tired and tested formula which should have gone out with the ark. Don't bother.

PRESENTATION 78

▲ Options screen, a rare sweetheart.
▼ No two-player or difficulty select.

GRAPHICS 73

▲ Large sprites on Robo and his foes.
▼ Drab backgrounds.

SOUND 88

▲ Pretty frenetic music for the Game Gear.

PLAYABILITY 54

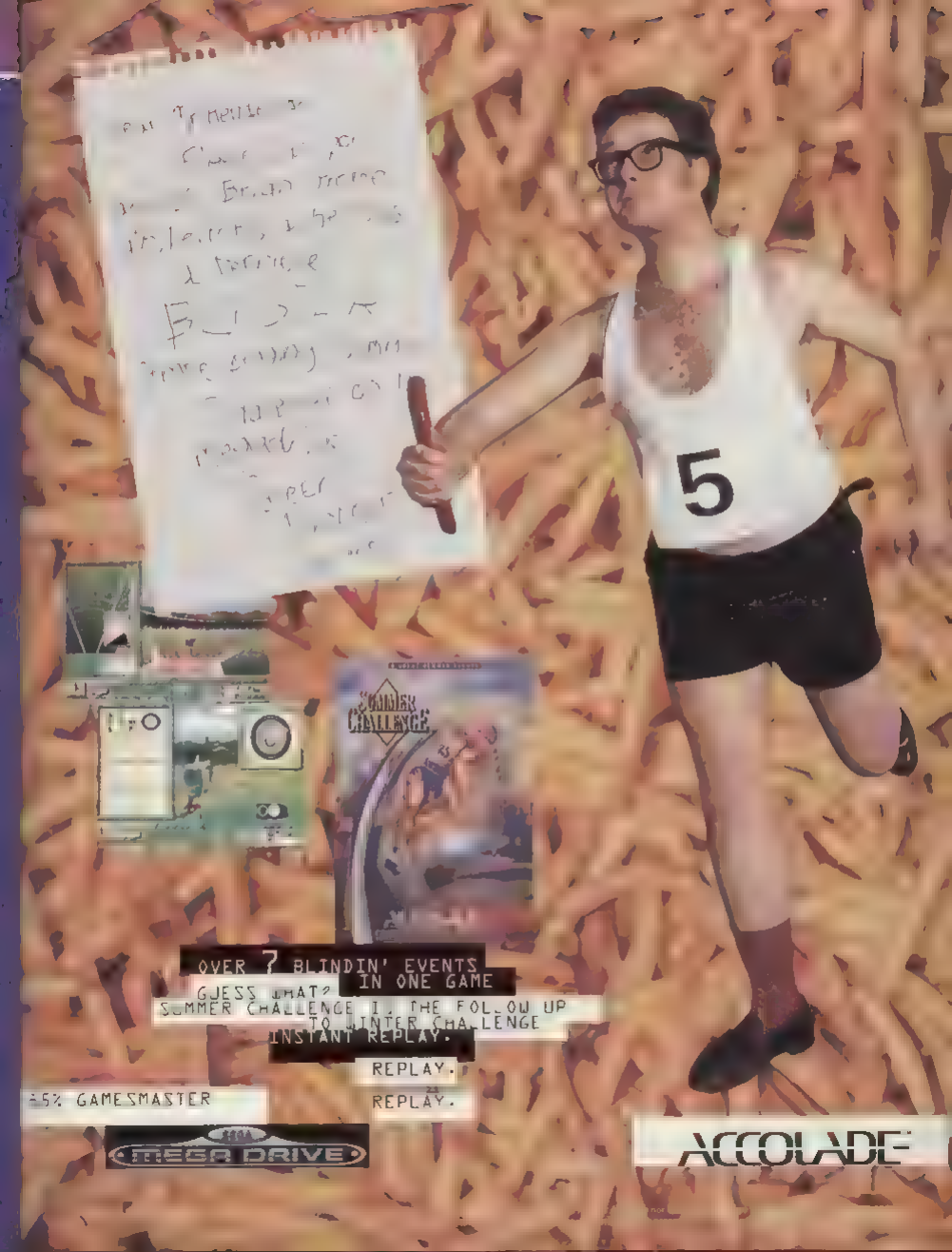
▲ Lots of shooting, instant challenge.
▼ Bland and unrewarding gameplay.

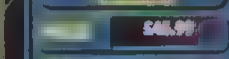
LASTABILITY 46

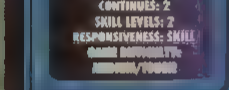
▲ Promises to be a tough nut to crack.
▼ It doesn't inspire perseverance.

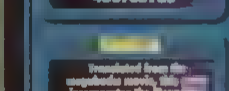
OVERALL 51

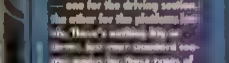
[illegible] than death — medically.

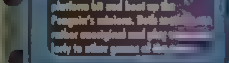

5
SUMMER CHALLENGE
OVER 7 BLINDIN' EVENTS IN ONE GAME
GUESS WHAT? SUMMER CHALLENGE I, THE FOLLOW UP TO WINTER CHALLENGE
INSTANT REPLAY.
REPLAY.
REPLAY.
95% GAMESMASTER
MEGA DRIVE
ACCOLADE

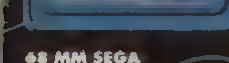












▲ Bats flying around Gotham City at night.

▲ Zoom in, mode 7 style.

▲ Destruction, bat-style.

Just what do you do if you're born hideously deformed and disowned at birth? Do you die in the freezing cold or perhaps get taken in by a kindly family, or do you loiter in the sewers of Gotham City and plot a terrible vengeance against the world. The Penguin (so called because of his [illegible] deformities) falls into the latter category. His idea of revenge involves kidnapping the first-born [illegible] of Gotham and killing them. Hurrah. Aiding him in his [illegible] is Catwoman, a mysterious [illegible] who enjoys dressing up in tight clothes and wielding a whip. Oooh!

The only man psychotic [illegible] to stop the carnage is Batman — a mysterious individual who [illegible] dispensing up murderous criminals (which is just [illegible] isn't it?) —

BAT RET

MODE 7? PAH!

The driving section uses the Mega CD's equivalent to the Super NES Mode 7. A special sprite scaling chip containing the Mega-CD's custom ASIC graphics chip enables screens to zoom in and out very smoothly and rotate too! This is seen in the intro screen where the action zooms in on the Batmobile. The scene then cuts to a view of Batman at the wheel. Custom sprite rotation is used to show Bats turning the steering

▲ I like driving in my car, it's not quite a Jaguar — it's [illegible]!

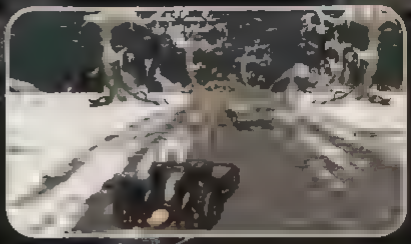
DRIVING SECTION FACTS

Ever played Roadblasters in the arcades? Well the driving section of Batman Returns is very similar. Burn up the roadways and blast the Penguin's evil henchmen off the road! A quota of weapons need to be blown up within a strict time limit in order to progress

Armed with his assortment of bat-toys, including his awesome Batmobile, Batski and topper utility belt, he's a force to be reckoned with.

Batman Returns is split into two distinct sections: a mega driving section, where Bats drives around pursuing people with his bat-cannon or bat-missiles, as well as a platform section — which bears an uncanny resemblance to the Megadrive version of Batman Returns... Hmmm, intriguing.

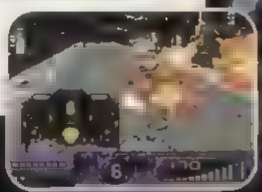
TMAN
CURNS



▲ Batteries to power, atomic turbines to speed...

THE BATMOBILE LOST A WHEEL...

The Batmobile is a tough piece of automobile manufacture for sure! Built into the bat-chassis are two formidable weapons. The basic cannon fires disc-shaped projectiles which cause a fair amount of damage and there are also special bat-icons to collect which endow Bruce Wayne's motor with some super homing missiles.



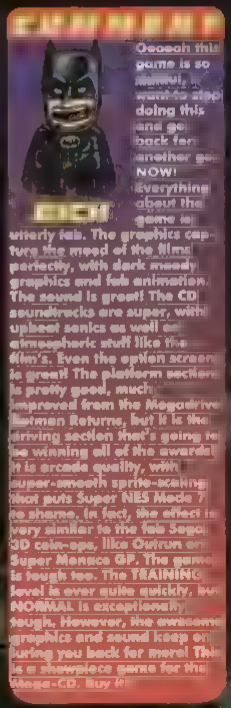
▲ Launch missile!

BAT OPTION COMPUTER!

Even the options screen oozes class. Select OPTIONS from the title screen and you're granted access to the Bat Computer! This allows you to change the number of lives available, the difficulty level or the controls. Even Batman's very own finger makes a special appearance!

SPECIAL DRIVING TACTIC

The time limits for disposing of the Penguin's meanies are very tough indeed. If you're having problems, make use of this mini-tipette! Instead of blasting them, use the turbo to draw level with the offending meanie then ram him off the road! Should he hit a roadside obstacle, he's history! Hurrah! Roadside obstacles are actually useful in this game!

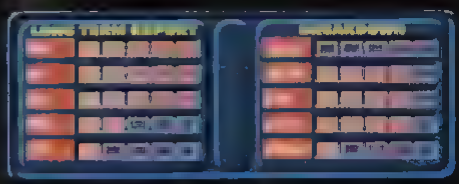


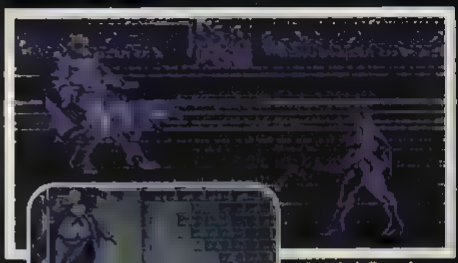
Qeeeah this game is so marvel, I want to stop doing this and go back for another go NOW! Everything about the game is utterly fab. The graphics capture the mood of the films perfectly, with dark moody graphics and fab animation. The sound is great! The CD soundtracks are super, with upbeat sonics as well as atmospheric stuff like the film's. Even the option screen is great! The platform section is pretty good, much improved from the Megadrive Batman Returns, but it is the driving section that's going to be winning all of the awards! It is arcade quality, with super-smooth sprite-scaling that puts Super NES Mode 7 to shame, in fact, the effect is very similar to the fab Sega CD coin-ops, like Outrun or Super Monaco GP. The game is tough too. The TRAINING level is over quite quickly, but NORMAL is exceptionally tough. However, the awesome graphics and sound keep on luring you back for more! This is a showpiece game for the Mega-CD. Buy it!

BOSS STICK

Every third level brings along a road-based boss to destroy! These enormous vehicles usually need around 30 to 50 hits before they blow up. There's also that pesky time limit to consider as well. Should your time start to run out, it's tempting to shoot off your homing missiles and hope for the best. This is not the answer as sometimes precise shooting is required in order to defeat the boss.

▲ The fire engine boss bites the dust in spectacular fashion.

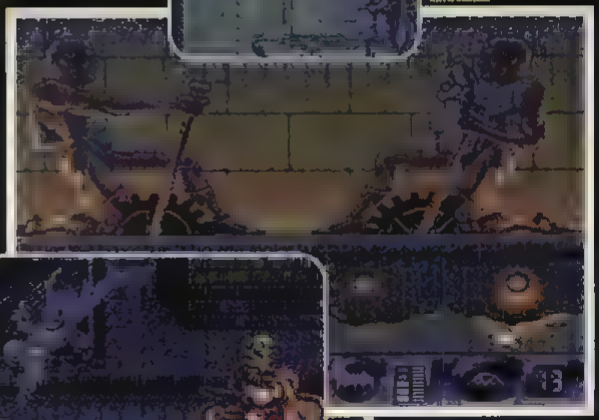


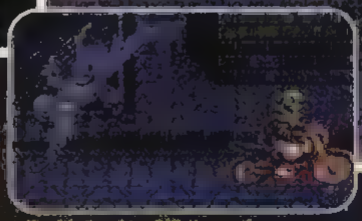


▲ Beat the hell out of Catwoman.

PLATFORM SECTION FACTS

Looks familiar? Well, the platform section of Batman Returns is much the same as the cartridge game reviewed in the Christmas issue of MEAN MACHINES. However it has been tweaked and is a lot smoother and sports superior sound. Some tabby CD soundtracks back the proceedings as Batman fights his way through the Penguin's hordes and does battle with evil bosses!





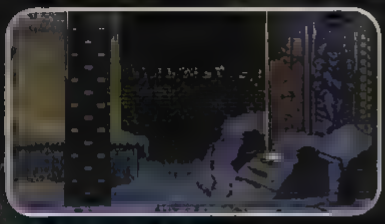
▲ One of the Penguin's evil clowns causes the head-holding sort of trouble.

BOSS DRIVE

There are plenty of boss related characters for Batman to take on in Batman Returns. Of course, the likes of the Penguin and Catwoman make an appearance, but there are plenty more waiting in the wings including a massive musclemen as well as some possessed statues that throw cogs and breathe fire at Batman!

THE BAT-BELT

Pressing START brings up the infamous Batman Utility Belt! Using this special waist-worn item Bats is able to select four different types of batarang for use against the Penguin's fiendish punks. Look out for special robot bats that zoom in on our hero's enemies. Also included in the batarang line-up are homing batarangs and bombs! A special grappling hook enables Batman to take out meanies without using any other weapon. Batman's default weapon is the ordinary batarang. Loads are there for the wasting, but they have no special powers.

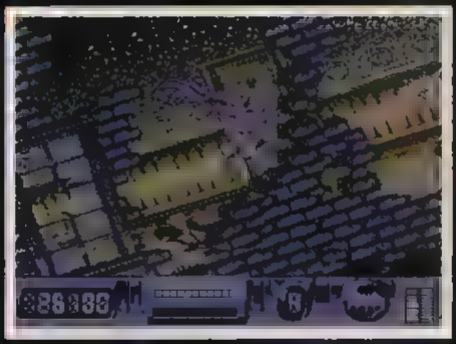


▲ "Jump, jump!" Batman will make you "Jump, jump!" or something.

COMMENT

PAUL

[illegible] CD version [illegible] to any [illegible] faults, but it is a massive improvement over the [illegible] version. It looks like the beginning of some CD/cartridge snobbery for sure when all the best bits are reserved for CD only. [illegible] CD has afforded this version [illegible] Even the options screen is laid out like Bruce Wayne's computer terminal and is only [illegible] play makes this favour more forgivable now. Taking the wheel of the Batmobile is where the excitement's at, though it's fast, it's scary and [illegible] the Mega-CD's sprite [illegible]



▲ Luckily, the bat-underwear will protect him from the bazooka-armed mooks.

PRESENTATION

88

▲ Pretty awesome front end — even the options screen is fab! The intro screens are quite good as well...

▼ Presentation on the platform levels is a trifle on the sad side.

GRAPHICS

93

▲ Fabulous. The dirt-[illegible] some awesome 3D sections, with exceptional definition on the sprites and backdrops. The platform level has some great, atmospheric backgrounds and characters too!

SOUND

91

▲ The [illegible] to great use, with some funky music accompanying the action and some great explosion noises for the driving section!

PLAYABILITY

92

▲ Super. Batman Returns is one of the most addictive games on the Mega-CD, with an arcade-quality driving section and an above-average platform game.

LASTABILITY

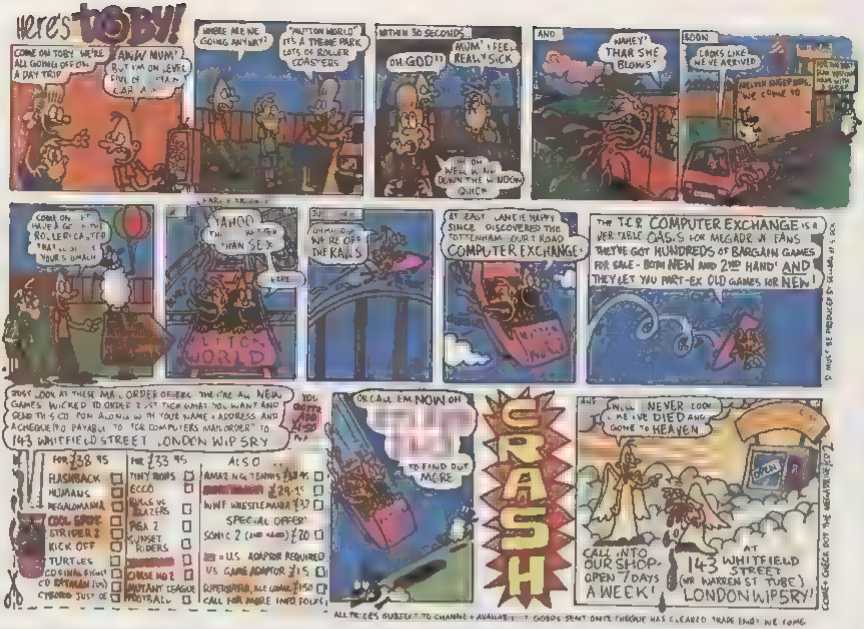
89

▲ The TRAINING level is over quickly, but doesn't show you all of the levels. The difficulty in NORMAL mode is very well pitched, making for hours of top notch play.

OVERALL

90

Finally we're starting to see some of what the Mega-CD can do! Batman Returns is literally two games in one package and ranks as one of the best Mega-CD titles money can buy.


Here's TOBY!
COME ON TOBY, WE'RE ALL GOING OFF ON A DAY TRIP
AWW MUM! BUT I'M ON LEVEL FIVE OF TRAIN CAR A...
WHERE ARE WE GOING, ANYWAY?
"SUTTON WORLD" IT'S A THEME PARK LOTS OF ROLLER COASTERS
WITHIN 30 SECONDS...
MUM! I FEEL REAL SICK
OH GOD!!
OH WELL, WE'LL BE DOWN THE W HOOVER QUICK!
AND...
WHEY! THAR SHE BLOWS!
SOON...
LOOKS LIKE WE'VE ARRIVED
COME ON, HURRY UP! THE ROLLER COASTER AWAITS!
THAT'S IT! YOU'RE SMALL
YAHOO! THE BETTER THAN SEX
LITCH WORLD
SUDDENLY...
WE'RE OFF TO THE KAILS
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JULY

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SKILL LEVELS: 3
GAME DIFFICULTY: MED

PAR BOARD

Golf is an old sport, and comes from Scotland. Each hole is a different measurement of par for each. Fewer strokes are best.

HOW TO CONTROL

Choose your club first, then set up your golfer for the shot, when the ball settles into motion, weather conditions and bob's your mum's brother. Or your dad's

A START/PAUSE/SELECT

B OPTIONS

C SHOW TYPE

D NO FUNCTION

Hit the ball from tee to hole in the least number of strokes. The winner

Golf is an exceptionally popular game, despite once being called 'the spoil of a good walk'. The problem is, it's so expensive to play. Costs may be listed as follows: one set of Slazenger chrome-plated clubs, one Tronic-9 caddie with Hoever motor, two pairs of sickly yellow nylon slacks with wide bottoms, one pair of spiky shoes with frilly bits, several 'improve your game' videos with guests presenters like Tarby, Brucie and Wogan, oh, and lots of beer money.

The prospect of a Megadrive golf sim is thus attractive, since all expenses are cut (apart from beer money). Who better, then, than Jack Nicklaus to front this particular contender from Accolade, as he's won just about every major gong in Golf's great trophy room. For your delectation he's assembled three championship courses on which to play Stroke or Skins games.

SULTANS

Playing golf is refined by the variations in clubs and types of swing. Each player has 14 clubs, covering drives, chips

raised tee. The aim here is

IRONS

Irons are for use near the pins, or in the rough. A wide range of irons, numbered 2 – 9, covers a large range. An iron gives greater control than a wood where the 'lie' of the ball is poor.

JACK NICKLAUS POWER CHALLENGE GOLF

COMMENT

GUS

With PGA Tour well established as the ultimate in golf games, Jack Nicklaus had to work hard to compete. Sadly, it looks very much like the poor relation with its atrocious course graphics and unrealistic ball movement. It's a pity, because Jack Nicklaus matches it in most of its areas of presentation. There's plenty of stats, options for multi-player games, and even nice touches like the auto-caddy feature. The problem is, it's no fun to play. Despite the cluttered country setting, the holes don't really offer much of a challenge. The screen takes at least two seconds to update, which is an unforgivable delay on a 16-Bit machine. In fact, the whole affair is quite inferior to the C64 Leaderboard games of five years back, more's the pity.

PITCHES

Two pitching clubs are included. The sand wedge is the perfect bunker club, and the pitching wedge is used for short arcing shots from the apron of the green.

PUTTER

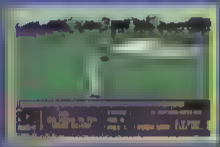
The putter is the only club allowed on the green, the flat area around the hole. Putters have the least range, but offer the greatest control.

THREE CO

The three courses, Turn S... Sherwood and Belrusol are of the same type. Woodland courses feature a lot of water, sand hazards and twisting holes with greens obscured with tree lines...

S OF SWING

and putts. On the first two levels the auto-caddy selects the club. On expert level, the choice lies with you.



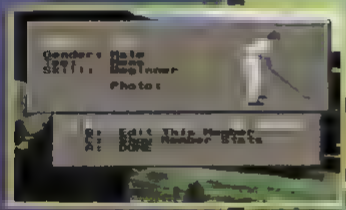
COMMENT

LUCY

I've always wanted to play golf — the thought of whacking seven bells out of small balls all day greatly appeals, as does careering around in one of those brilliant caddy buggies. When you first switch on Jack Nicklaus, you think you're in for a good ride — the presentation screens are excellent, as are the vast range of options (the auto-caddy is especially appealing to rank beginners). But then you begin to play. The graphics of the actual courses are sadness incarnate — badly drawn and blocky as hell. Now, even that wouldn't matter too much if it wasn't for the game's major flaw — the unbelievably irritating delay between shots which is the height of tedium and soon makes you lose interest in the game. There really isn't any excuse for this type of flaw and Accolade has shot itself in the foot by releasing Jack Nicklaus without correcting it. Forget this, go for PGA Tour Golf II instead.

PROFILE SHOTS

Before you tee off, create your own player. Name, sex and skill level are offered, along with a selection of badly attired player sprites. Female players tee off from a position nearer the hole, as they drive shorter. There's a battery save for player stats and their best performances.



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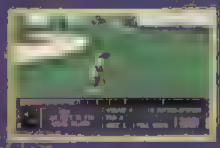


PRESENTATION

87

⚠ One to four players, a Skins game option and lots of viewpoints and trackings to manipulate. Plus a battery back-up.

GRAPHICS

39

⚠ The player's swings are quite realistic — looking like rotoscoped images.
▼ The rest of the graphics are awful. The ball has no perspective and the scenery is extremely blocky and dull.

SOUND

49

▼ Not much in the way of other sounds of the game either.

PLAYABILITY

56

⚠ A couple of rounds of stroke against friends is ...
▼ The update makes the game slow; the graphics make it equally unrewarding.

LASTABILITY

48

The gameplay is very staid.

OVERALL

53

With the serious competition around, this is well below par by comparison. Treat it like any other course hazard and aim well clear.

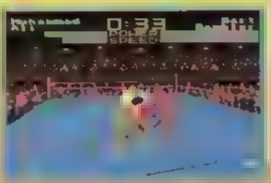
...URSE GAME

...Unlike seaside or 'links' courses, the fairways tend to be flat and bleak, but on these courses features like boulders have been placed in the midst of the fairway to add interest.

TOP

MEGADRIVE

1. FLASHBACK
2. SONIC 2
3. STREETS OF RAGE 2
4. ECCO
5. GLOBAL GLADIATORS
6. TINY TOONS
7. MUHAMMED ALI
8. THUNDERFORCE IV
9. WORLD OF ILLUSION
10. BATMAN RETURNS



Muhammed Ali sticks it to 'em in his very own boxing game.

Ecco slips down a shocking number of places as Flashback takes a grip on the charts — in for a lengthy stay at the top methinks. The groovy Tiny Toons and Global Gladiators also make appearances. Thankfully G-LoC has dropped out and the horrid Batman Returns is plummeting like a stone.

Mickey and Donald suffer from a severe case of wind in the most excellent World of Illusion.

The plucky Conrad Hart is a shadow of his former self in the utterly fab Flashback.

Do your biceps always bulge like that or are you just pleased to see me?

MASTER SYSTEM

1. KRUSTY'S FUN HOUSE
2. MICKEY MOUSE 2
3. GLOBAL GLADIATORS
4. MASTER OF DARKNESS
5. SONIC 2
6. SUPER KICK OFF
7. THE SIMPSONS
8. LEMMINGS
9. TAZ MANIA
10. SUPERMAN 2

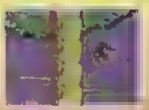
An apple a day keeps Mickey out of the smelly brown stuff.

How come the Master of Darkness has to wear David Icke jumpsuits?

The top quality Krusty's Fun House streaks to the top, knocking off the super skill Mickey Mouse II. The all right Global Gladiators also makes an appearance, and the rest of the chart is just shuffled around a bit from last month.

GAME GEAR

1. STREETS OF RAGE
2. MICKEY MOUSE 2
3. SHINOBI 2
4. SONIC THE HEDGEHOG 2
5. ALIEN 3
6. TAZ MANIA
7. LEMMINGS
8. SUPERMAN TO CHAOS
9. BATMAN RETURNS
10. INDIANA JONES' LAST CRUSADE



Mickey Mouse branches out onto the Game Gear.

Very little change on the Game Gear chart — Mickey 2 hits the second spot and Lemmings and Taz swap places. Hopefully the forthcoming batch of Game Gear goodies should shake this rather staid little table up a bit next month.

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

10 CHARTS

STAFF CHARTS

THUNDERHAWK
It's very nearly finished and all of us in the office are in paroxysms of pant-wetting. Not because Thunderhawk is so good it's terrifying, it's because the lock on the toilet door's jammed.

SILPHEED VR

MICRO MACHINES
chassed as soon as it hits the shops

TINY TOONS
games

MICKEY 2

ANDY MCVITTIE'S TOP TEN PUB SINGER ANTHEMS

1. KING OF THE ROAD
A soulful rendition having more in common with the Proclaimers' classic cover than the original providing of course the Proclaimers had their ears removed beforehand

2. THEMES FROM HAWAII FIVE-O/ NEWS AT TEN/ NATIONATION STREET
A medley spanning all the classics of TV. The slow spread of the lyrics from the sensitive "Hawaaaii Five-oooo, Hawaaaii Five-oooo" to the dramatic "Here is the ne-ews a-a-at Te-en" ending with the sultry yet melancholy "Co-o-ron-nationstreet, Co-o-ron-nationstreet" makes them come alive

3. AMERICAN TRILOGY
Bellowed with a tear in the eye and a hand to the head salute-stylee, this is Andy's touching tribute to the American Dream. And Elvis.

4. LUCY & DIAMONDS
Something Andy would know a lot about, this slinky number is completely transformed when the McVittie Pub Machine gets ahold of it

5. I SHOULD BE SO LUCKY
By the simple use of an industrial vice Andy can hit the high notes required for a faithful, yet somehow tear-jerking, cover of the Kylie classic.

6. BIG LOVE
A fine Elvis salute here, equally honouring those maestros of modern music 2 Unlatented in the style of the portly burger eating American icon

7. IT'S A FINE DAY
Opus III's popular modern hit "Yyyyyyyyt's a fyeere dayyyah" must truly be one of the office favourites thanks to good old Andy

8. MY WAY
Well we assume it's My Way, sadly Andy's grasp of Frenes is pretty limited and since he can't remember the words after the third line it's any one's guess really

9. MISTER LOVER MAN
"Biddly biddly bong Shabba" exits our man when in a good mood before parading around the office in his dressing gown going on about the size of his yes well anyway we like this one

10. THAT FINE YOUNG CANNIBALS SONG
Andy plays off a fine impersonation of FYC vocalist Jimmy Somerville (eat Rich with some marbles in his mouth when belting out that one by Fine Young Cannibals. Hooray for the plucky chap

BEAT 'EM UP CHART

1

STREETFIGHTER 2
Obviously, this is going to be the greatest thing to hit the Megadrive yet. A chipping conversion of [illegible]

2

FINAL FIGHT CD
Wonderful. It's well one of the greatest ever [illegible] perfect conversion. It's [illegible]

3

STREETS OF RAGE 2
A truly great beat 'em up with loads of moves, loads of enemies, loads of bosses and stacks to do. Revolutionary? It certainly is not and it's not exceptional but [illegible] gives a glimpse [illegible]

4

CYBORG JUSTICE
At [illegible] and we are all [illegible] from the [illegible]

5

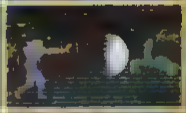
MAZIN WARS
[illegible] example of beating 'em up

6

MUHAMMED ALI
[illegible]

7

FATAL FURY
[illegible]



8

STREETS OF RAGE
[illegible] controls are a little fiddly.

9

GOLDEN AXE
[illegible] easy nowadays.

10

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Bram Stoker's DRAC[illegible]

1 PLAYER

PRICE	TBA
BY	PYSGNOSIS
RELEASE	SEPTEMBER

OPTIONS
CONTROL: JOY PAD
CONTINUES: UNLIMITED
SKILL LEVELS: 1
RESPONSIVENESS: BA[illegible]
GAME DIFFICULTY: [illegible]

[illegible]

This is a seven stage scrolling 'em up, each of which climaxes [illegible] a battle against one of [illegible]

The mortal world is plagued by a set of immortal forces. Pain, Love, Evil: each astounds us with its infinite abili[illegible] to survive and return to torment furth[illegible] [illegible] all these conflicting powers: intensely possi[illegible] for blood [illegible] a dry soulless [illegible] The afflicted [illegible] demon comes [illegible] order of the Dr[illegible] Mina, and has [illegible] Jonathan Harke[illegible] fortress. A ship b[illegible]rth of his homeland b[illegible] Mina, whilst Harke[illegible] maidens. The sev[illegible] fol-low his strug[illegible] and thwart the [illegible] die[illegible]

LONDON

Harker, having escaped Transylvania, races to England to find Mina's country house infested with he[illegible] [illegible] undead creatures [illegible]rious lightning bolts.

The view swings inside, as Harker progresses through the manor, exposing0 four-poster beds, living suits of ar[illegible]ur and headless Elizabethan ance[illegible]

TRAN[illegible]A

It doesn't t[illegible] for H[illegible] experience Dracula's with[illegible] fear. He is first clawed by falcons as he crosses [illegible] chasms. [illegible] before[illegible] Dracula's crypt. Over[illegible]ing his magical powers, [illegible]s the Prince into the [illegible]ns interven[illegible]nd vampire [illegible] irresistibly.

▲ Harker is a real [illegible]

◆ Take my [illegible]

THE CRYPT

Harker see[illegible] Dracula and [illegible]is cohorts in their crypts. H[illegible] crosses the Graveyard in [illegible] of Lucy, Mina's friend, who h[illegible] already succumbed to the Prince of Darkness. In the splendour of her mausoleum he aims to reclaim her eternal soul.

DRACULA

DRAMATIC MOMENTS

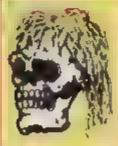
At the end of levels or [illegible] stages, digitised scenes [illegible] Movie are shown. Normally [illegible] motion video like this only occu[illegible] small screen area, but Psygnosis have decided to run it full screen. Increasing the impact, but at the cost of detail and clarity. Howeve[illegible] these 15 odd minutes of video are non-interactive and basically decorative.

▲ "The dog [illegible] the bull. The dog chases the [illegible] Great book this.

SPOOKY EFFECTS

[illegible] Dracula [illegible] graphics [illegible] effects. The [illegible] animation has been rotoscoped. The backdrops to each level are actually digitised stills of models. [illegible] in all sorts of fancy ways. For example, as you walk through the castle, your viewpoint swirls through 90 degrees as you enter each room. There's constant use of scaling [illegible] between stages.

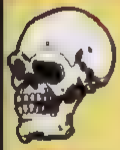
COMMENT



LUCY

[illegible] game is, in [illegible] wasn't a big fan of the film — it [illegible] but the actual plot was less than thrilling. Similarly this game. The graphics are extremely impressive with the Mega-CD being used to the full to make it look great. It just seems a shame that so much work has been spent on this aspect, but apparently none on the game play. It's just so dull! Harker is as wooden as he was in the film and the tedium of the age-old formula of running along hitti[illegible] massively missed opportunity and not to be reco[illegible]

COMMENT



GUS

All the good [illegible] done on [illegible] graphics is [illegible] totally by the small [illegible] up that does no justice at all to a [illegible]cent movie. This game [illegible] Imagination and even irrelevance to the concept of Dracula. The head-lobbing spectres are just the limit. I hope some of the pioneering [illegible] make their way onto other games, but otherwise Dracula needs a good dose of through-hewn stakes.

PRESENTATION 91

▲ A lots of atmospheric touches, with a narrator and bits of film footage.
▼ The unintuitive continue system is badly thought out.

GRAPHICS 85

▲ Some very tasty RISC chip doings on the CD — rotoscoped!
▼ The animation is not as good as expected. Some of the graphics are a bit shoddy.

SOUND 70

▲ The narrator's voice is very atmospheric, and the original score is used.
▼ In play, the game offers virtual silence, apart from crap FX.

PLAYABILITY 41

[illegible] with an interesting features. Bland, basic beat 'em up, with frustratingly poor responsiveness. Zero depth or game development.

LASTABILITY 40

▼ The game's most alarming feature is the ability to rocket through the majority of the not-too long levels in one session.

OVERALL 51

Dracula's as likely to [illegible] your will to live as your [illegible] Pass the garlic, Mister.

SNOW BROS NICK & TOM

2 PLAYERS	
PRICE	£39.99
BY	TOAPLAN
	IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 2
RESPONSIVENESS: FAIR
GAME DIFFICULTY: EASY

HOW TO CONTROL

Nick and Tom run left or right in response to those directions being pressed on the D-pad. Any climbing or falling is achieved by jumping up to and falling down from ledges.

HOW TO PLAY

... and friendly but Nick ... they're snowmen. Naturally it's ... daughters of a wealthy textiles merchant who get free thermal ...

... chant pleads with Nick ... their snow chucking talents to ...

CATCH MY DRIFT

Most enemies would laugh at the idea ...

... by encasing their enemies in giant snowballs! These frozen fiends are then pushed off, sent tumbling into the others for double points. Should the lads feel like it they may hitch a ride on ...

THIS'LL WARM YERS UP!

At the start of their quest, the Snow Bros only possess the most basic of snow-producing capabilities. But they upgrade their attack method by means of ... rolling snowballs onto ... reveals a bottle of potion. There are four types of potion in all and here is a ... of their effects:

DARK BLUE: Enlarges the ...

YELLOW: ...

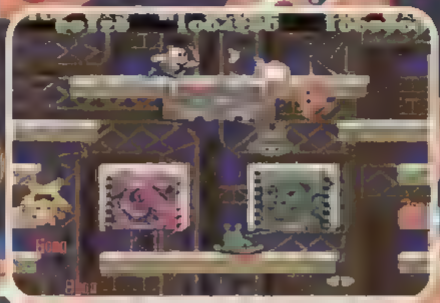
COMMENT

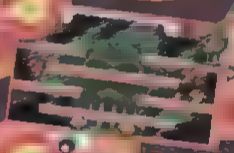
PAUL

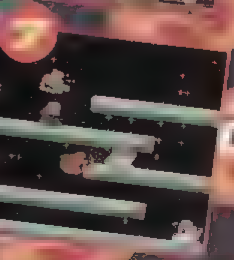
This is an amazingly addictive game once you've got it's easily beaten. Even after the end sequence there's still the compulsion to go back and try for better scores. Another point in this conversion's favour is it's so close to the original coin-op. As the arcade machine was and still is so popular, being able to acquire this cart for a mere £40 is a bit of a bargain. Still this style of platform game isn't every one's cup of iced tea. So, while it's a lot of fun, especially for two players, even the HARD difficulty setting fails to add any significant stretch of life-span to its value. All in all, a solid title but there are many other new titles about, more demanding of people's cash.

BOSSES

...tenth level. Boss one is not much trouble, only throwing minions from left to right. The second ...same beating. After that it's a weird trip through ...goofy birds, fire monsters and bubble-heads...

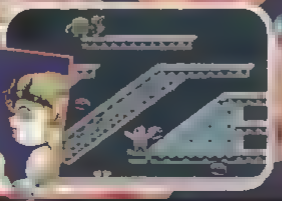






FROZEN VEG

...should the Snow Bros take too long in clearing a stage a ghastly Jack o' Lantern arrives in the scene and hurries them along. If done this by releasing geeky ghosts all over the play area. There's no way of killing the ghosts ...they are, after all, quite dead already... ...the best the Bros can ...so is stay inside ...but not for



SNOWBALLING SCORE

In Snow Bros, aside from the usual points from [illegible] W. In case you haven't [illegible] scenery's colour as they go [illegible]

▲ Aargh! Trapped in Joe [illegible]ying thing!

COMMENT

GUS What a beezer of a conversion! Put this cart and the coin-op together and you'd be hard-pressed to spot the difference. The zany graphics are bang on, and the game plays as smoothly as it did in the arcade. The one snag is the amount of easy screens which (exactly like the arcade version) allow you to whiz through big chunks of the game on a single sitting. Eighty levels sounds a lot, but each one has a stringent time limit, forcing you to race through the game. The gameplay is brilliant, though and I'd recommend Snow Bros to firm devotees of the arcade version, despite being a bit easy

PRESENTATION 78

▲ An almost exact replica of the coin-op. The option to alter the difficulty and sample the music.

▼ The coin-op is now getting on a bit, the attract screen is very basic indeed.

GRAPHICS 82

▲ The graphics mirror their arcade counterparts almost perfectly. The sprites are colourful and smoothly animated.

▼ Compared with games like Sonic II, Snow Bros graphics look quite [illegible]

SOUND 77

▲ Plenty of jolly tunes at the type that make a groove most puke, but not Snow Bros down to a tee. There are also many colourful sound effects.

PLAYABILITY 89

▲ A 'just one more go' type of game, more so because of the field controls.

▼ The password system takes away some of the fun of progressing through the game.

LASTABILITY 60

▲ Though the game is easily played, mastering each level is a hard task. Those with a tendency towards point-grabbing could look no further.

▼ The game is easily completed within a day.

OVERALL 83

A great conversion of a classic game. Without the passwords the one-player level is pitched just right, however those easy bits is definitely worth a look.

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1 PLAYER

£39.99

ELECTRONIC ARTS

JULY

CONTROL: JOY PAD
CONTINUES: 3 (COLLECTIBLE)
SKILL LEVELS: 1
MAGIC WEAPONS: ONE
GAME DIFFICULTY: EASY

1ST DAY SCORE
LEVEL 5

Technoclash is an original game concept. However, the presentation resembles the Crackdown/Gauntlet viewpoint, and the story has echoes of Terminator.

HOW TO CONTROL

What game has a control method that involves guiding your player around, selecting magical power-ups and generally killing all enemies? Technoclash, that's what.

A SWING STAFF

B FIRE SPELL

C SELECT SPELL

S START/PAUSE

HOW TO PLAY

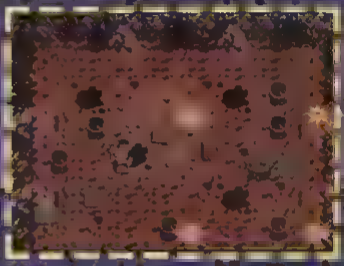
Follow the instructions for each level from the safe haven. Guide Ranson and his gunmen round the mystic lands.

TECHNOCLASH

W

enough to follow a strang
machine-mag through an intergalactic
me warp? Ranson and his cronies have come
from the unpatrolled world that banished
machines years ago. Anyway, they follow a
mechanical imposter spotted on their planet into

to Las Vegas, circa now. Ranson is
unable to locate a return portal. If that wasn't
bit of horny robot
creatures out to get them. So we go to your rescue.
Kill the robots, find the portal and send this bunch
of cosmic snobs back from whence they came!



Wizard is the commander of Ranson's army. Archie
a
of
h

LIGHTNING
A fast spell with a long
lightning
flame that
and does
larger enemies, but is
devastating to lower-level

TIME BOMB
This is the
only spell
which
leaves
after being laid for several
seconds. Time Bombs are the
portion

FIRE
A fireball
spell, but one
with
ry. Useful in areas
crawling with foes.

SPIRIT
impact spell,
but more
slowly.
Howe
one
spell
enemy

MONEY
MAGNET

PLANT
One of the
and forest)
bombar

angle spell
looks like a
boomerang
it bounces
and
a

HALO
A circle of
stones
which
immobili

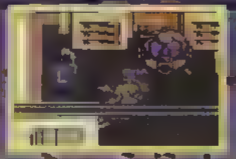
The
spell
player
ired up to
rapid-fire
stones.
consumes
ion is
ted

...e cross otherwise perilous ... waiting to heal you.

CHAOS ENGINE

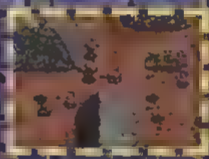
...new wizard's tower, there's only room for one of you ... few or sometimes other characters. Choose one of the ...

...powered up, he's devastating ... across gaps.



COMMENT

It's a nice idea and wielding my magical muscles for the first level was good fun. But by level two my [illegible] [illegible] started to wane, but I persevered only to be told that I couldn't leave the level until I'd located and bettered a hitherto hidden boss ... how tedious. I played a few more levels of this game but my opinion remained the same – good graphics, sounds awful, has a nice range of spells but gameplay-wise it's fairly tedious. Not really worth the dash.



...Good hands, just go away until you ...

GAMEPLAY

Leave the unconvincing plot aside. Let's get down to the meat of the action. Despite having loads of spells, and reasonable graphics, playing Technoclash is a matter of going through the motions. The second level is a trudge to locate four cards, and then a search for something to fight. Level three is even more long-winded. Okay, with only seven levels, you would expect them to be long, but the game seems to become an inconvenience on the way to the end sequence. This is not bad, just mediocre.

PRESENTATION

76

[illegible] has been done sensibly. Choice of fighting partners.
▽ The game lacks much needed skill elements.

[illegible]

79

...however a pretty thin, and the game keeps loading [illegible] [illegible] and nervous sound fx (for no apparent reason).

[illegible]

43

▲ A wide selection of ear heroes and ravel melodies greet the ears.

[illegible]

74

▲ The action is initially engaging.
▽ The aims of the game sometimes are a bit oblique. The amount of loads forward around make progress all too easy. .

[illegible]

65

▲ The game scenario is [illegible] ...
▽ [illegible] and some levels, and passwords coupled with continues won't leave them unrevisited long.

OVERALL

68

When all the nonsense about Theegee and 'machine men' is swept aside, this is nothing ... [illegible] ... game, with a short game life.

1 PLAYER

PRICE £39.99

BY ELECTRONIC ARTS

RELEASE JULY

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY

1ST DAY SCORE

30 % COMPLETE

ORIGIN

Bob is character created at EA, and his game is a mix of platform shooting influences like [illegible]

HOW TO CONTROL

Well, it's just your basic run, jump, duck and shoot-type affair really. Many weapons are available on a limited supply and are named via the PAUSE button.

A SPECIAL ITEM
B RUN
C JUMP
F ITEMS MENU

HOW TO PLAY

Guide Bob from the warp at the level start to the exit door, [illegible] enjoy and explore. Second.

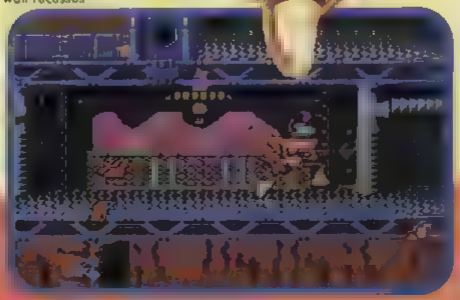
Ever wondered how the Space Shuttle is kept secure? There must be a million people gagging to take it for a joyride. However, NASA have speed aspersing crooks like [illegible] after. Bob's dad is [illegible] stick his [illegible] on his intergalactic Ferrari. Bob's taken the [illegible] but, [illegible] seemed to [illegible]

After [illegible] comes round the disco [illegible] ward [illegible] with two [illegible] robots and [illegible] Bob had [illegible] the keys to steal the copter [illegible] weapons and smart [illegible] attach to [illegible]

HOME AND COUNTRY

ALIEN CAVES

Bob's adventures take place in two types of scenery. In the caves, the surroundings are slimy, and lava pools form wide hazards. All the aliens have a drippy demeanour and hang from roofs, waiting to fall on an unsuspecting Bob. In the futuristic citadel, electric forcefields line walls and ceilings, offering death to Bob. He also has the rare chance to recharge his metallic self in the wall recesses.



Aiee! Obvious captions approaching. Run!

Hello, I'm BOB. Please don't be alarmed by my big gun and grim demeanour. I'm normally quite a pleasant chap, actually.

COMMENT

GUS

Despite attempts at a wacky plot, the dull character of Bob and his 'wit-[illegible]' made my fillings tingle.

Although the game is large and well constructed, it is forever verging on the hopelessly inane. For example, a positive feature of the gameplay is the large range of weapons and items to use; the corresponding negative is the feeling of a lack of progress after using these items level after level. It may have seemed a good idea to construct a massive game, saving memory by using the same graphics repeatedly, and Bob is good value for money in that sense. However, big isn't always beautiful, and coming from EA, Bob looks a slightly below par effort.

BOB'S BUBBLE BUGGY

As Bob makes his way across the meteor map he locates pieces of his dad's car, usually they are in the possession of some alien. Each time the car grows, he has to fly it at speed through a mine-littered level against a strict time-limit.

SIDE ARM SALAD

Bob carries many weapons, each rationed strictly. If he runs out of weapons he resorts to his close-range punch attack (which is next to useless). Here's the Bob weapon menu in full:

BLASTER

Several single shots are needed to waste orange enemies but they do come in big bundles of 50.

THREE WAY

Oddly enough fires in three ways. Useful on those 'put on the way' denizens.

FLAME THROWER

This is well hard but has a short range and uses up the juice quickly. Fire short bursts or long roasting sweeps.

FREEZE

This just wades through the opposition. Pity it only comes in small sets of three.

MISSILE

Not much stronger than singles, but has homing weapon has the advantage of turning corners when needed.

COMMENT

LUCY

Bob is very polished but it hasn't got that spark which separates an okay game from a great game. It's reasonably fun to play, with a massive range of weapons and accessories and it's certainly big enough, but the levels and backdrops are all fairly somey and after a relatively short time boredom slips in. Bob is nicely animated but if anybody I knew had his sense of humour I'd hand them a cyanide pill and advise suicide. All this "dude" and "yo" rubbish is decidedly "out" nowadays. All in all, if you're a platform shoot 'em up freak, you might get some enjoyment out of this but you'd be better off going for Ex-Mutants instead.

BITZ 'N' BOBS

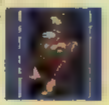
To reach high ledges or hidden rooms in his journey across the meteor Bob uses one of the gizmos scattered all over the place. They are:

SPRING

Each one gives Bob a single boost up.

HELICOPTER

Lets Bob fly in any direction but only lasts a few seconds.



LIGHT BULB

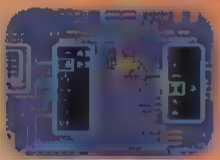
Strange one this. Makes the screen go all wobbly, and while it stops the aliens at bay.

UMBRELLA

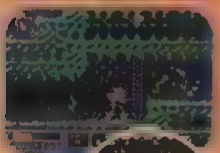
Allows him to glide down safely.

BOMB

These short-fuse incendiaries blow away any aliens on the screen they were told.



Bob proudly displays his weapon.



If Bob could only make it to the end of level warp...

PRESENTATION 72

▲ The menu screen, control method and map sequences are competently done.

▼ One of the game's major failings is its lack of atmosphere and the awesome shading fail.

GRAPHICS 84

▲ Sprites and backgrounds are cleanly drawn, and there's tons of animation on Bob.

▼ Seeing the same graphics level in each out takes it toll on your enthusiasm.

SOUND 67

▼ Very poor. Bob uses that generic EA music, with those horribly unconvincing samples. We've had it on everything from Aladdin's to Technodrome and enough's enough!

PLAYABILITY 80

▲ Each level contains some testing element, and the combo of weapons and items are varied.

▼ A feeling of déjà vu envelopes the player after level one/two.

LASTABILITY 72

▲ There are tons of levels, and the difficulty factor does rise eventually.

▼ Many of the early levels are very easy, and the password system is too much of a pain.

OVERALL 77

Bob has all the elements of a high-quality, polished game [illegible] Excitement, however, is [illegible] to be sure of.

THE NEW

As announced in a previous issue of this esteemed organ, Sega has redesigned the Megadrive for the 1990's. The new machine, Megadrive 2, has just been launched in Japan along with a complementary Mega-CD 2. The change has prompted some anxious letters from some of you worried that your old machines will soon be incompatible and obsolete. This guide to the Japanese Megadrive 2 and Mega-CD 2 redesign is for you.

WHAT'S CHANGED?

The Megadrive 2 resembles the original quite closely. The two machines are virtually the same width, but the Megadrive 2 is some two inches shorter than the Megadrive. Gone is the volume control on the left-hand side, along with the headphone socket, a change which may annoy some. The new console is almost as thick, but the distinctive raised circle around the cart slot is a flatter oval shape. Sega has also opted to dump the power-light – an 'improvement', which may lead to users accidentally removing carts. The raised '16-Bit' flash is gone.

Other minor changes are the moving of venting from side to back, the reset button moves to the right, and the joypad sockets are placed at the middle of the front.

Inside the Megadrive's workings have been tidied up and organised better, allowing the outer shell to shrink. As a result the machine doesn't have the hollow noise of the old Megadrive, and feels sturdier, but surprisingly isn't any heavier.

The other external changes have been made to the joypads. These are smaller than the old kind, but manage to fit in an extra three action buttons. The X, Y and Z buttons function independently of A, B and C, and games are already making use of the extra play options this allows. People with big hands may find the six buttons closer together than they would like them, but generally the layout works fine.

MEGA-CD 2 CHANGES

...split-level rectangle. The high part on the right-hand side is where the CD drive is housed. This now loads from the top with a manually operated lid – much more sensible than the old Mega-CD, which had to be turned on to remove a disc. The new Mega-CD is stripped of all those ready/access lights...

...motorkey. The connector is on the right, and the Megadrive sits on a low plastic 'sleeve' which holds the CD ROM workings.

Witness now, humble reader, the new Mega-CD 2 in all its flip topped finery. Good eh?

SUPERMODEL

▼ Mmm! Don't they make a lovely couple. Couldn't you just eat them up alive. Aah! Eh...

▼ Oh, go on if you must! Your boring old, sorry, "classic" Megadrive fits into the new Mega-CD 2 unit too. Hey, but it's not natural!

WHAT HASN'T CHANGED?

First and certainly foremost the electronics of the new Megadrive are **IDENTICAL**

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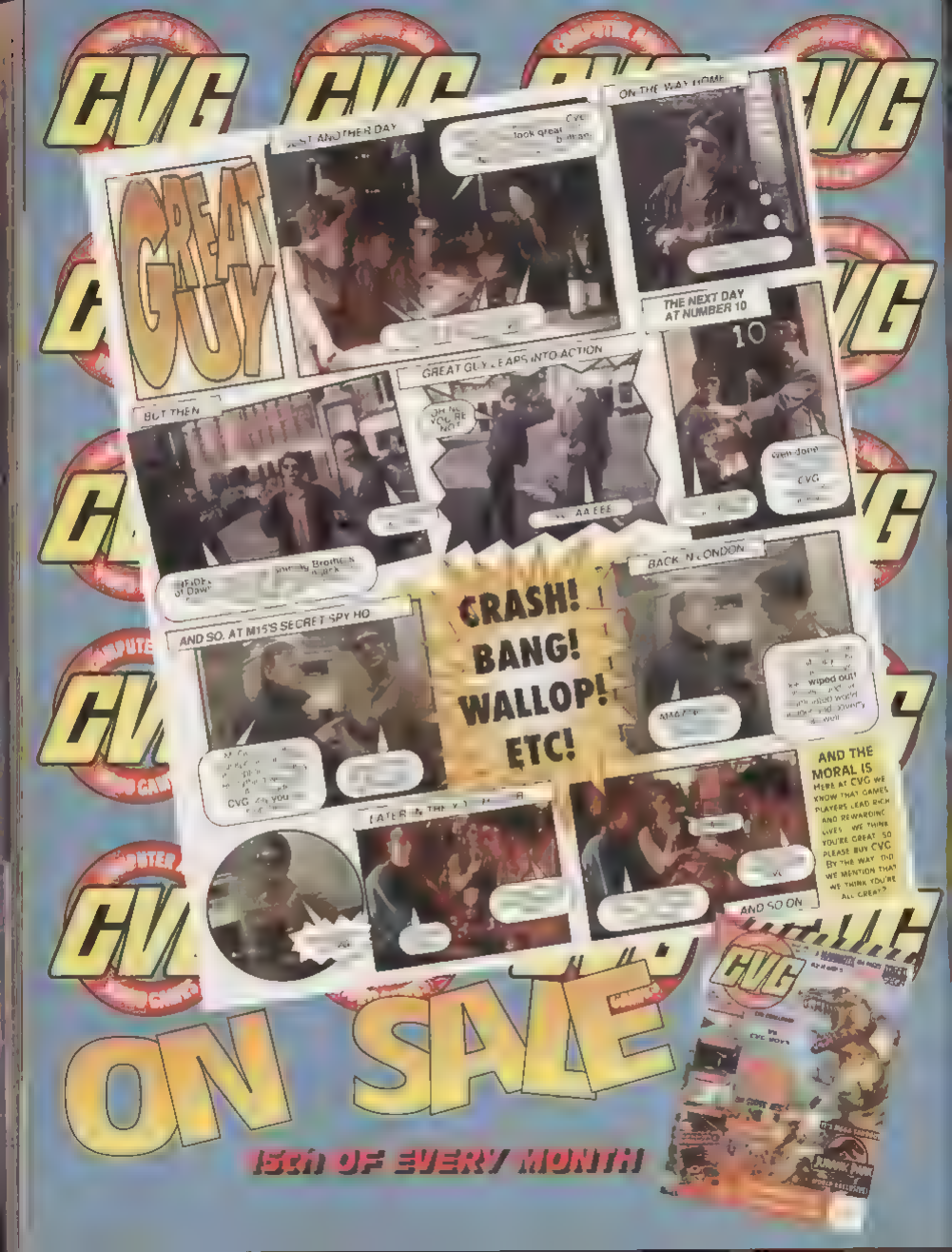
GREAT GUY
NEXT ANOTHER DAY
ON THE WAY HOME
THE NEXT DAY AT NUMBER 10
BUT THEN
GREAT GUY LEAPS INTO ACTION
AND SO, AT MI5'S SECRET SPY HQ
CRASH!
BANG!
WALLOP!
ETC!
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PREVIEWS

GENE CHA

General Chaos is a one-man mission. As his name might suggest, he's not the type of guy to negotiate a cute 'n' fluffy peace settlement, and so, this new Megadrive experience from EA, he intends to do as much blood-letting as possible to wipe out his arch-rival, General Havoc. This is war, and you're caught slap bang in the middle.

But at least you can have a laugh as you slaughter because General Chaos, with it's smart cartoon graphics and humourous touches looks set to become one fun game.

Alone or against a mate, fight head-to-head or side-by-side in a bid to conquer the opponent's territory. Choose from four different squads, each offering different soldiers and weapons. Fry the feet with flame throwers, blast 'em with bazookas or flatten them with fists and feet.

The aim's to fight your way across 50 battlefields, accomplishing a side mission such as safe-busting on every one, before capturing the enemy's capital city for glory, medals and as much pillaging as you can handle.

Keep you eyes peeled for a full review in a future issue of MEAN MACHINES SEGA.

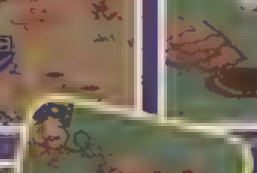
▲ 'That's it. I'm sick of red cotton. I'm off to join the blue gang.'

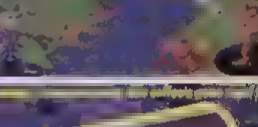
H-IN ONE! ...his lovely patent leather Velo embarrass. HHH TWO...

ERAL ROS

▲ Bright Summers get the ball quickly before it all ends

▲ The guy in the bandana gets...





1-2 PLAYERS	RELEASE JULY
	TBA
	PRICE TBA

PREVIEWS

MORTAL

The Shaolin martial arts tournament was once the most noble of competitions bringing glory and honour to the victor. The Grand Champion was then the evil Shang Tsung steals the crown and turns the whole kaboodle into a shambolic travesty as, after a deal with the devil, he steals not only the lives of his opponents but also their souls to feed his eternal youth.

Shang Tsung eventually wangles his way onto the tournament's ruling body and with the help of the four-armed outworlder, Prince Gora, drives the Shaolin out of their own tournament. Thus a reign of [illegible]

Five hundred years later the story continues on the Megadrive in Mortal Kombat from Acclaim as you, portraying one of seven desperate combatants fight for your life and your very soul in the Shaolin tournament.

The game is a conversion of the ultra-gory coin-op smash of the same name which knocked Street Fighter II off the top spot (before the Championship Edition came along).

Probe Software have come up with a nigh on perfect conversion, transferring the enormous digitised sprites, onto the 16-Meg cart and packing in all the special moves and styles.

It's looking good with loads of action, stacks of speed and more gore than you can handle. Check out our EXCLUSIVE review in the next MEAN MACHINES SEGA!

KANO

Age: 28
Height: 6'
Weight: 200lb
Eyes: Brown
[illegible]
Legal Status: Deported from Japan, wanted in 4 countries.
Birthplace: Unknown
Occupation: Member of the Black Dragon Organisation

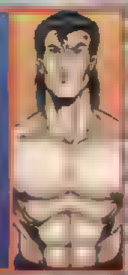
Kano demonstrates his devastating rolling head ball attack.

... Ah yes, I think I see the problem. It's broken. I'm afraid...

KOMBAT

LIU KANG

Age: 24
Height: 5' 10"
Weight: 154lb
Eyes: Brown
Legal Status: Citizen of the People's Republic of China
Birthplace: Shaolin Province, China
Occupation: Shaolin monk, Kickboxer.



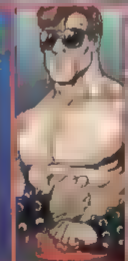
Hey, it's no time for relaxing. Get up you lazy sod.

Hello, I love you I'm afraid. Will you please marry me.

JOHNNY CAGE

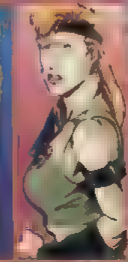
Age: 28
Height: 6' 1"
Weight: 200lb
Eyes: Blue
Legal Status: [illegible]
Birthplace: California
Occupation: Actor.

▶ *The John Major fan was quite an horrified as Cage resorts to his last line of defence and lets rip!*



SONYA BLADE

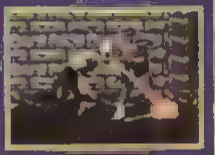
Age: 26
Height: 5' 10"
Weight: 140
Eyes: Blue
Legal Status: US [illegible]
Birthplace: Texas
Occupation: Lieutenant in the US army, member of an elite special paramilitary police force.



SMALL IS BEAUTIFUL

The name's the same, the story's the same, the graphics look the same you could be forgiven for thinking it's the same format but it's not — Game Gear fans start creaming because this is the Game Gear version and ain't it looking great!!

We told you in the last issue that so far this is looking like the best beat 'em up if not the best game ever on the Game Gear but who are we to judge? Just check out these screenshots, make your own minds up and wait for the full review in a future issue of MEAN MACHINES SEGA.



▲ *Phwoar! [illegible] the year can you spare a glass of milk and [illegible]*

▲ *This area [illegible] I was just out for a walk and all these useless bags [illegible]*

RAIDEN

Age: Ancient
Height: 7'
Weight: Godly
Eyes: Red
Legal Status: Deity - does not exist
Birthplace: Nexus
Occupation: Thunder God

> Don't you ever say those bad things about the spuds, right?

By the power of tago skull!

SUB-ZERO

Age: 32
Height: 6' 2"
Weight: 210lb
Legal Status: Banned from Mortal Kombat
Birthplace: Unknown
Occupation: Member of the Lin Kuei, a rare clan of Chinese assassins

> Okay. It's a fair cop sailor. Throw on the bracelets.

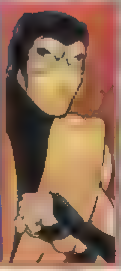
GERD

Age: 3,000
Height: 9' 2"
Weight: 280lb
Eyes: Red
Legal Status: Prisoner of the Kuatan Colosseum
Birthplace: Kuatan, Mars
Plane of Shokan
Occupation: Ruler Supreme of Shokan's armies.

⚠ Sure, over the line, tries to convince us of his fishing conquests.

SCORPION

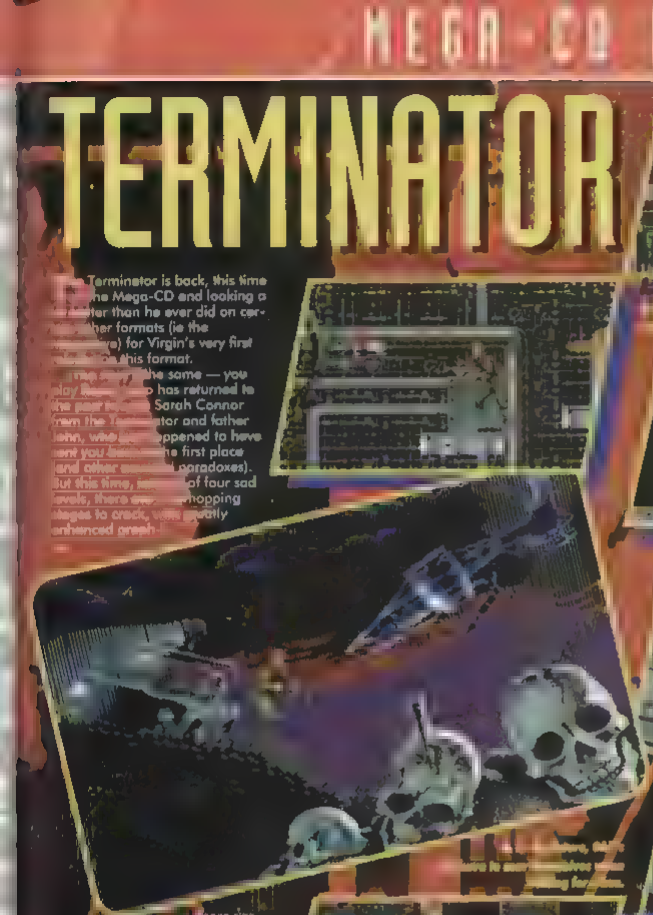
Age: 28
Height: 6' 4"
Weight: 15 stone
Eyes: Yellow
Legal Status: Deceased
Birthplace: Unknown
Hits, extremely
Scorpion — Hell
Occupation: Lost soul hell-bent on revenge

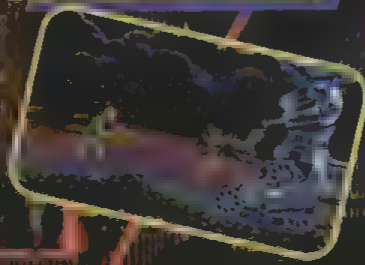


TERMINATOR

The Terminator is back, this time on the Mega-CD and looking a lot better than he ever did on certain other formats (ie the Game Gear) for Virgin's very first release on this format.

The story is the same — you play Kyle Reese who has returned to the past to save Sarah Connor from the Terminator and father to be, who has happened to have sent you back in the first place (and other assorted paradoxes). But this time, instead of four sad levels, there are shopping loads to crack, with totally enhanced graphics...





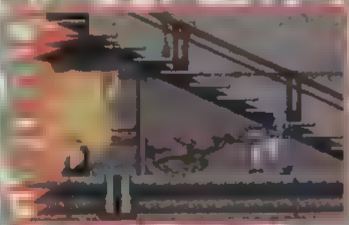
There are more varied gameplay, stonking music and rucks of in-between-level film footage included. You start your mission in the year 2049, blasting your way through beautifully designed Terminators and avoiding the carnage of skulls and other aesthetically pleasing delights scattered around. Then it's onwards and upwards through buildings, across minefields for tough scraps with the bosses and the quest for survival. It's certainly looking pretty impressive from what we've seen so far. Tune into MEAN MACHINES SEGA next month for a full review.

More than 130 million years ago dinosaurs ruled the Earth. Inexplicably, they all died and a small, savage creature took their place as the world's dominant species. This strange creature was Man. Following the discovery of fire, Man evolved at an frightening rate particularly in the realm of science. But in Jurassic Park, Man gets too clever, science gets out of hand and a nightmare begins ..

Sega's massive new Megadrive licence, converted from what looks sure to be the biggest hit film of the year, follows the story of eccentric billionaire, John Hammond, whose personal geneticists have created real living dinosaurs by extracting and cloning the DNA of prehistoric insects. The creatures were intended to be Hammond's unique theme park off the coast of Costa Rica but it all goes terribly wrong when the dinosaurs go on the rampage and Hammond has to call in the scientific hit squad to help him out.

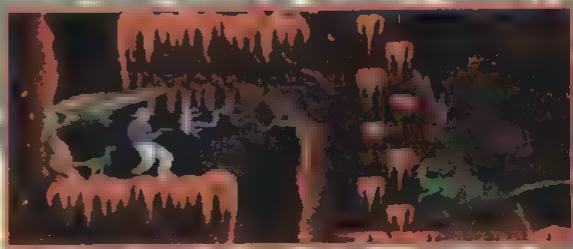
The film is rumoured to be utterly awesome and from what we've seen of the action adventure-style game so far that looks set to follow suit. We'll bring you the full run-down in a future issue of MEAN MACHINES SEGA. Don't miss it — it's gonna be a scorcher!

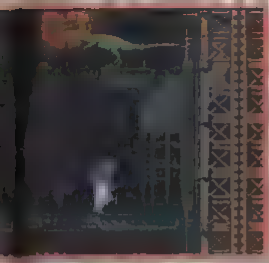
JURASSIC PARK



Get down Sheep. Ain't the boys of some family pets, eh?

Poor dinosaurs died out. They were taught how to handle small firearms!

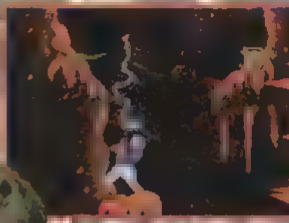




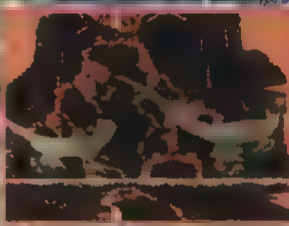
A smart bomb destroys all enemies on screen. Shoots.

The [illegible] Dinosaurs. Stepping on [illegible] disadvantage of not [illegible]

Hello. I'm an extinct species. I'm afraid, and I'm also a little lost. Thankyou.



[illegible] use of his [illegible] gun arm.



Mocking pterodactyls over score or our lad's inappropriate choice of jungle apparel. I mean, white trousers?

Another reason why dinosaurs died out: No-one can-can any more.

⚠ Well that's the last time I bother to turn up in fancy dress!

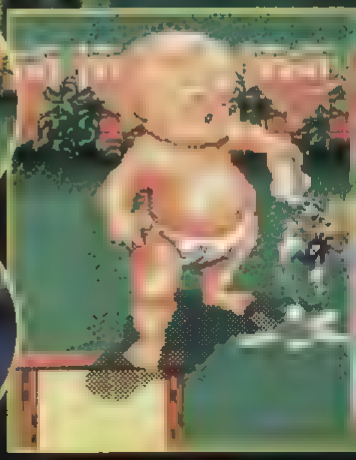
ZOMBIES ATE MY NEIGHBOURS

Konami are busy rounding off a superb looking game with a working title of 'Zombies Ate My Neighbours' — not the friendliest of names but then the game's content isn't so wholesome either as gangs of chainsaw-brandishing, axe-swinging adversaries roam its 50 or so levels of cartoon-style carnage.

Whatever the title when released, this is a game for one or two players, and pleases one or both in a desperate life-saving situation. The story is set in a small American town that is strangely overrun by B movie extras. Only these aren't the heroic type but the cruelies that crop up just when you need them least.

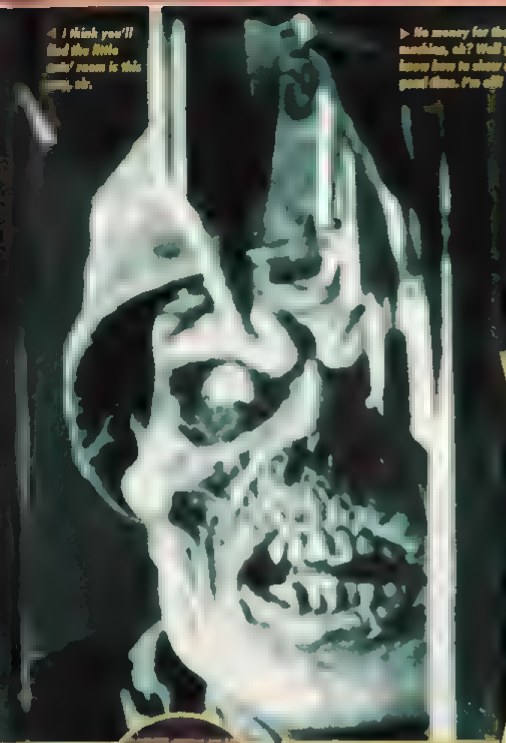
Whole gangs of these maniacs are on the rampage, leaving the town's inhabitants in grave danger! By rescuing a specified amount of these luckless people, the player progresses through the town, knocking down any beasties in the way, until everyone is safe and the day is saved.

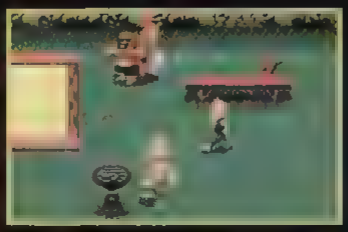
As you can see from the screenshots, the game adopts the pseudo-3D perspective made popular by games like Smash TV and Predator II. From our recent hands-on experience we can report that this new title is a classic in the making and a massive departure from the likes of Tiny Toon Adventures. The only problem is, Konami are waiting until November for the game's release. They do have a nasty habit of making us wait for our fun don't they!



◀ I think you'll find the little zeds' room is this way, sir.

▶ No money for the drinks machine, eh? Well you sure know how to show a girl a good time. I'm off!





▲ Gobi throwing grog!

▲ Oh little missy, hand me

▲ Stay folks, come and get your barbecued Zombie sabreys while they're nice and hot!

1-2 PLAYERS	RELEASE: TBA
	BY: KONAMI
	PRICE: TBA

ATTENTION!
MEAN MACHINES Megamart is for private advertisers only. Anybody sending in a trade advert will not have it published. It will be ignored, your cheque will not be cashed and no correspondence will be entered into! – However if you are interested in placing a lineage trade ad please contact Marie on 071-972 6700 NOW!

Due to deadlines, allow up to six weeks for your advert to appear in the magazine

☆ MEGA

FOR SALE

MEGADRIVE for sale. British machine with jap convertor, 12 90% plus carts including Sonic 2, Sword of Vermilion, Slider, Streets of Rage, Aliens 3, Super Monaco GP, Pitfighter and more, mint condition worth over £600, will take £300, will sell games separately, great deal so hurry. Tel: (0475) 686282

SUPER NINTENDO for sale. 6 great games, convertor, all boxed, worth over £425, sell for £300 ono. Tel Alex on 071 794 0794

MASTER SYSTEM plus 2 joypads, 1 light phaser, 6 games, inc. Sonic 1, California Games, Chuck Rock, Aliens 3, Wonderboy in Monsterland, Out Run, World Grand Prix, Shinobi, also 2 built in games, £140 ono. Tel Adam on 021 353 3497

CONSOLE MAGS, Mega, MegaTech, Console XS, Nintendo Zone, Total, Sega Power: £1.50 each including postage and packing. Tel: Gary on [illegible]

JAP MEGADRIVE for sale with 2 joypads, stereo speakers, 7 games including Desert Strike, Alien 3, Rolling Thunder 2, also loads of mags, all in good condition, worth £480, sell for £230. Tel: Simon on [illegible]

SNES with 6 games, Street Fighter, Mario IV, Tennis, Contra III, Zelda, [illegible] adaptor and a guarantee. £260. Tel (0737) 84 [illegible]

AMIGA 500 with approx. 50 games including Street Fighter II and cartridge plus 1mb for £270 ono Tel [illegible]

MEGADRIVE GAMES [illegible] Streets of Rage, Super Monaco GP, EA Hockey, John Madden £16 each, Sonic, Eswat £10 each, Japanese Golden Axe, Wardner, Revenge of Shinobi, DJ Boy £10 each. Tel (0934) 834168 after 6pm ask for Mark

FOR SALE over 20 C64 games, £1 each. Tel (0273) 502265 (Brighton area)

MEGADRIVE boxed with 2 joypads plus Desert Strike 95%, Dragons Fury 92%, £99 or will swap for SNES. Tel (0403) 272122

FOR SALE Super NES games [illegible] (English) and UN Squadron, all £25 each. Tel Ollie on (08675) 5006

FOR SALE Megadrive games costing £15-£20, games include Streets of Rage, Spiderman and Strider. Tel. Paul on (0243) 867765

C64 for sale 1000 games, good condition, games like Street Fighter and Buccaneer, sell for £60. Tel Brad on 751697, Wiltshire

FOR SALE Master System games [illegible] £30 for both. Tel (0754) 64480 after 5pm

GAMEBOY for sale includes magnifier, mains and 3 games, like Double Dragon II. £100. Tel. David [illegible]

MEGADRIVE GAMES for sale: Taz, Alien 3, Krusty's Aquatic Games, Wonderboy 3, loads more. Write to B Fisher, 8 Beech Street, Paddock, Huddersfield, HD1 4JN

ONLY Game Gear Super Kick Off £18. Tel (0932) 560474 or (0304) [illegible]

SUPER NINTENDO games for sale including Street Fighter II, Super Aleste, Axelay, Super Ghouls 'n Ghosts, Super Off Road, Populous, [illegible]

AMSTRAD CPC 464 with [illegible] games, light gun, a keyboard and a monitor for sale. Tel [illegible] after 4pm

MEGADRIVE for sale, 2 joypads, all leads, Japanese adaptor and 7 games, including Sonic 1 & 2, Quackshot, Tazmania, etc, all boxed as new, only £225. Tel (0223) 61263, after 6.30pm

MEGADRIVE GAMES for sale: NHLPA Hockey, The Immortal, Shadow Dancer, Golden Axe, Streets of Rage, all boxed with instructions, perfect condition around £20-£30. Tel: James on (0843) 891283, games need to be sold, offers might be considered

SEGA GAME GEAR for sale everything boxed as new, 19 games including Sonic & Sonic II, mains adaptor, Master Gear convertor, Wide Gear, camel case, only £300. Tel (0482) 877113, after 5pm (do not ring on Fridays or Saturdays) [illegible]

QUICK SALE Spectrum 128K with 70 games, Cheetah joystick, all leads, unboxed, worth about £175 new, sell for £90 ono, also NES, 7 games, advantage joystick, light gun worth £300+, sell for £150, everything £220. Tel James on (0476) 76196 after 5pm

LEMMINGS on the Sega Game Gear £20 ono. Tel 081 494 9148 after 4pm and ask for Warren

WRESTLE WAR, Fantasia, Altered Beast, Monaco GP from £10-£25 or swap. Tel (0237) 470069

MASTER SYSTEM with 5 games, eg Lemmings, Chuck Rock, Alien III and two others, 2 pads, good condition, worth £170, sell for £100 ono. Tel (0484) 882382, ask for James or Tom

MEGADRIVE GAMES for sale: California Games £15, Altered Beast £18, Streets of Rage £22, all games [illegible]. Tel (0394) 272321

MEGADRIVE 4 great games, Master System convertor worth £280, only £190 ono. C64, 2 joysticks, datassette, 60 enjoyable games £120. Gameboy & 9 games £120 ono. Master System 2, 9 games, worth £250, only £150, all are boxed with instructions. Tel. 081 [illegible] 7801

ATARI 520 ST FM for sale, over 30 great games including Super Kick Off '92, worth £450, sell for £240, also Game Gear with 4 games, carry case, will sell £160, sell the lot for £350. Tel Andy on 071 586 4207

GAMEBOY with Lemmings, Burai Fighter, Tetris, stereo side speakers, magnifier, light, joystick, power supply, carry case, 2-player lead, batteries and earphones, vgc, only £110 or swap for Megadrive with 1 or more games. Tel (0892) 522524 Tunbridge Wells

GAME GEAR 5 games including Sonic 2, Kick Off and Shinobi, also rechargeable battery pack, Master Gear and mains adaptor £130. Tel [illegible]

FOR SALE Megadrive with joypad and Altered Beast plus extra joypad, sell for £90 ono. Tel Richard 081 [illegible]

MASTER SYSTEM games for sale from £10, there are 20 of them. Call David on (0279) 637730, after 6pm

FOR SALE Amiga 500 with 1meg upgrade with 4 joysticks, 2 mouses and over 70 games, inc. 2 painting packages, 1 year old, all boxed with instructions, worth over £1,200, sell for £600 ono. Tel Anthony on (0753) [illegible]

WELL, LOOK AT THIS a huge quantity of Spectrum games for sale, around 150 in all, all originals, no pirates, any offers? go on, surprise me. Tel (0265) 832830, after 8pm and ask for Dave.

BOXED TELESCOPE Tasco with 5 eye pieces, magnification 525x60, with original instructions, manuals, solar maps and moon map £95. Contact Ricky on 081-368 7486

FOR SALE issues 1-16 of Mega Tech magazine, also around 20 various magazines £30 ono. Tel Andy on (0900) 66748

MEGADRIVE 2 pads, 3 excellent games, Sonic 1, Eswat and Fatal Fury, worth £225, sell for £160 ono. Tel: 081 846 5934, ask for Leah

GAME GEAR for sale with TV tuner, Master Gear convertor and 4 games, including Streets of Rage, Olympic Gold, Sonic 1&2, Super Kick Off, etc, worth £500, sell for £300 ono, will separate. Tel Anthony on 0753 54 234

MEGADRIVE GAMES for sale £15-£25 each or possible swap, includes Atomic Runner, Rolling Thunder, Klax, Hellfire, Marvel Land, Elemental Master and 7 others, plus many Gameboy and Super NES games, too. Tel: Dave on (0265) [illegible], after 6pm

AMIGA 500 1meg, boxed, good condition, extra disc drive, still under guarantee, [illegible] pad, dustcover and 24 games, most boxed with instructions, great bargain for just £250. Tel: Patrick on 081 542 5777, evenings

TOTAL NEW GAMES Lemmings, Lotus Challenge, Shadow Beast 2, WWF, Hamons, Simpsons, Batman Returns, Indiana Jones, PGA Golf, Mega Lo Mania, Power Monger, Robocod only £28 each new. Send cheques/PO to: Robert Payne, Adolescent Unit, Northern General Hospital, Sheffield

MEGADRIVE & Sonic 2, Ecco, Kid Chameleon, Super Hang-on, World of Illusion and 2 joypads. £240. Tel [illegible]

MEGADRIVE for sale with 8 games: Streets of Rage, Krusty's Funhouse, Hang-On, Ghouls 'n Ghosts, Altered Beast, T2 Arc, Menacer light gun, 6 game cart, [illegible] convertor, headphones, English Megadrive compatible with Mega CD £180. Tel (0482) 797276, after 5pm

NEO-GEO 32 bit console with game cart £390, accept £290, swap Amiga 1200 or Megadrive and Mega CD. Tel: Richard on (0509) 842886

MEGADRIVE GAMES Fatal Fury £35, Streets of Rage II £25, WWF £20, F22 £20, T2 £25 and Rolling Thunder II £15, all games mint condition, may swap and arcade power stick £25 if interested, call David on 071 221 3658

ATARI ST FM 520, 75 games, music package, game creator, still boxed, mouse, joystick. Tel 051 808 9416 [illegible]

DO YOU WANT Tetris Gameboy at least £15.99, for more info, phone Lisa on 061 0372, Manchester

12 MEAN MACHINES mags £25, Jap Megadrive games, Moonwalker, Rastan Saga [illegible] the lot. Tel 051 456 6557

NINTENDO SYSTEM + 2 control pads, 11 great games and light gun all for £199.99 ono, also 12 magazines and 1 USA game. Tel (0203) 402114 and ask for Connie after 5pm

INCREDIBLE [illegible] with 3 amazing games, Mario 4, F-Zero, Krusty's Funhouse [illegible]

MASTER SYSTEM boxed as new, python joystick, [illegible] games, Sonic, Mean Machines rating 90%, [illegible] Thunder Blade (80%), F-16 Fighter (48%), Hang-On, worth £160, selling for £80. Tel. Tony on (0862) 830983 any time

SEGA GAME GEAR with mains adaptor, complete with 4 games including Sonic 2 and Leaderboard £75. Tel: Toby on 021 353 2018

MEGA SNES games for sale, lots of old but good games, also some latest titles, swaps considered. Tel 021 459 7578

UK MEGADRIVE with 2 pads, plus EA Hockey, World of Illusion, Quackshot, Wonderboy in Monster World, 688 Attack Sub and Altered Beast, all boxed with instructions £180. Tel: Nigel on (0923) 85682 (Watford area)

MASTER SYSTEM 2 for sale including Sonic 2, Master of Darkness, Alex Kidd in Miracle World and Super Tennis with 1 controller £65 ono. Tel: Jeremy on (0860) 2426 [illegible] after 4pm

SNES for sale, boxed, 2 joypads, all leads, Mario game and magazines, excellent condition, £80. Tel (0483) 224533, after 4pm

GAME GEAR inc. 5 games, battery pack, [illegible] ono. Tel [illegible]

MEGADRIVE [illegible] Desert Strike [illegible] telefast for £100 [illegible] between 4-5pm [illegible]

MEGADRIVE games for sale [illegible] Madden [illegible]

MASTER SYSTEM 1 and controllers, plus 3 games: Shinobi, Power Strike and Golden Axe [illegible] £25. Tel (0322) 278477

SEGA MEGADRIVE for sale, 3 control pads, 1 is a starfighter and 2 games, Toki, John Madden '92, sell for £180 ono. Tel: 06 [illegible] 992 0230

SEGA GAME GEAR with carry case, adaptor and 8 games: Sonic 1&2, Simpsons, Batman Returns, Paperboy, Donald Duck, Ax Battler, Devilish, all boxed and as new, worth over £250, sell for £150 or swap for Megadrive plus games. Tel: Lee on (0691) 661723

AMIGA [illegible] monitor + external drive, 3 joysticks, mouse, more than 70 recent games, including Easy Amos and digital sound studio, worth well over £700, sell for just £450. Tel Steven on 041 889 5233

GAME GEAR for sale, 4 games and adaptor, good condition £110. Tel (0254) 249001, between 6-9pm

GAME GEAR for sale, includes 9 games, Mickey, Sonic 2, Super Off Road, 4-in-1, Shinobi, Woody Pop, pen cartridge and carry case, all for £195. Tel: Sam on (0753) 663585 or swap Megadrive with 6 games or more

TWO QUICK SHOT auto fire slow motion wire red joypads, fits any computer or NES for £25. Tel: Jay on 081 594 2 [illegible] 98

MEGADRIVE [illegible] games, Sonic [illegible] Moonwalker, Pro power clutch and pad, worth £[illegible], sell £155. Tel: Richard on 081 857 [illegible] all boxed

GAME GEAR for sale, 7 good games, eg. Prince of Persia, also AC adaptor, battery recharger and batteries £150 ono. Tel: (0483) 720432, after 8.30pm

GAME GEAR adaptor, case, Alien 3, World Class Leaderboard, Ducac, Castle of Illusion, Shinobi £120 ono. Tel: (0206) 262875, after 6pm

FOR SALE Game Gear, 5 games, 3 months old, carry case, mains adaptor, all boxed, £100 ono. Tel Matthew on (0970) 626120, also for sale MS II, 7 games including Lemmings, Sonic 2, Submarine [illegible] boxed £120, all games are boxed

MEGADRIVE for sale, nearly new, 2 controllers and 6 games including John Madden '92, Super Real Basketball and Mickey Mouse, good condition, looking for a quick deal, I will take £265 ono. Tel: (0772) [illegible]

ATARI ST over £200 worth games including top titles, Lotus 2, Jimmy Whites Snooker, Lemmings and Super Kick-Off £185. Tel Peterborough (0733) 62603

ATARI STE for sale, 50 top games or swap for a Megadrive in mint condition with 3 games. £150 ono. Tel: (0462) 452799

FOR SALE 5 issues of GO! Hand Held mag with all posters in perfect condition £50. Tel: Martin on 021 427 7254 and 5 issues of MegaTech in perfect condition, first issue of GO! in perfect condition, buyer must collect

[redacted] printer, over £900 of original software, [illegible] mags, mouse mat, [illegible] worth over £1,300, sell for £440 ono or swap for [illegible]. Tel: Jason on 0366 [illegible] after 4pm

SEGA GAME GEAR with 9 games [illegible] Donald Duck, Micky Mouse, [illegible], Wonderboy, Spiderman, Lemmings plus Master System convertor, with my help and ac adaptor [illegible]. Tel (0642) [illegible]

MEGADRIVE GAMES [illegible] £25, Desert Strike £25, Castle of Illusion £18, English new con. (£60 all 3). Tel: Peterborough (0733) 62603

MEGADRIVE boxed as new including Sonic and Desert Strike, will sell for £[illegible]. Tel: David on (0633) 49539, ideal present!

MEGADRIVE at an astounding cheap price, only 5 months old and fully boxed, includes 2 controllers, Streets of Rage 2, Road Rash 2 and Sonic 1&2, all for £120. Tel: (0622) 684387, after 6.30pm

GAME GEAR TV tuner, Donald Duck, Shinobi, Sonic and Sonic 2, carry case, AC adaptor, everything boxed with instructions, worth over £300, will sell for £200 ono, everything are English version. Tel: Damian on (0278) 663841 Somerset area

MEGADRIVE + [illegible] games including John Madden '93, NHLPA Hockey '93 and Populous with control pad [illegible]. Tel Chris on 08 [illegible] 569 5444, after 4.30pm

NHLPA '93 MD sell for £30 or swap for Rolo to the Rescue, also Revenge of Shinobi £18 no box. Tel 081 804 4073

UK MEGADRIVE 10 games (24 of which scored over 90% in Mean Machines!), 3 controllers, scart lead and lots of MM mags, all worth £985, will sell for £350 ono. Tel: Mat on (0932) 788567 (Surrey area)

SNES 6 games inc. SF II and scope and games, convertor, 2 pads for £300 for quick sale. Tel: Dan on (0256) 761893 and 52 magazines worth £100, phone quickly, offer limited, after 6pm anyday

GAME GEAR for sale, plus TV adaptor, 4 games and 2 player link lead, all boxed, £150. Tel: (0251) [illegible]

SCHUMACER PROCAT [illegible] excellent condition [illegible] charger, carbon fibre chassis, lots of spares, worth £1,500, sell for £500 ono. Tel: Steve on (0642) 711213 for full details

ATARI ST excellent condition, double sided disk drive, 2 joysticks, mouse and £100 worth of games £125. Tel: (0483) 715899, no swaps please

ATARI LYNX £250 ono, including 12 games, Batman Returns, Shadow of the Beast and Rampart, also includes sitcase pau and all manuals, 6 months old, worth £450+. Send sae to: Peter [illegible], 17 Warwick Street, Horseley Fields, Wolverhampton, WV1 [illegible]

MEGADRIVE for sale, Sonic and Streets of Rage 2 with 2 controllers, mint condition, £135. Tel: Dimitrios on 081 452 2063

MART

CHEAP as rental Megadrive games for sale from £12-£20. Contact Chris on (0602) 724578 after 5pm

MASTER SYSTEM II only £190 worth £390. 11 games, inc. Sonic + Lemmings. Kick-Off, Speedball 2 and many more. Tel. (0563) 83064 ask for Grant

FOR SALE Megadrive and Master System games. Megadrive F 22 £12 , JWF £20 Sonic 2 £20 Street Dog £20 Last Battle £12 Super Hang-On £12 Wrestle War £12 Master System Golden Axe £15 Wonderboy 3 £ 5 Ninja £8, Tennis £3 Please write to Kevin Lampard, 25 Scot Avenue Gt. Amwell Nr Ware Herts SG12 8DG

SNES FOR SALE 7 games, SF2 SMK SMW Top Gear Wrestling 2 cypads, carry case, boxed vgc worth over £400 sell for £250 ono will send if necessary Tel Ben on (0759) 303869 or (0759) 304447

SNES [illegible] monitor joystick modulator 40 games (all disks inc Gunship, Technicop) disk storage box manuals, etc. all vgc bargain at £135 ono Tel Sean on (01727) 853362 after 5pm (St Albans area good for education!

SWAPS

SWAP NES GAMES swap RC Pro Am for Super Off Road Tecmo Wrestling for Probotector II or Mario II or Techno Wrestling and Probotector for Double Dragon II or want to buy WWF Steelcage Challenge Double Dragon Bad Mans III from £25 Tel 061 556 7486 after 4pm

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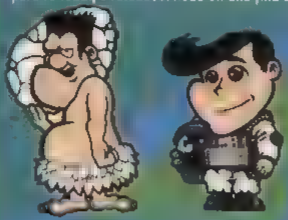
LOOKBACK

It's time to look back a couple of years to see what was being reviewed then and how those games compare to today's releases. Read on and find out



STEP BACK IN TIME...

Tecmagik's Mastery of the Beast for Wii

Gary Herrod

The game wasn't up to much

Alien Storm was also unveiled to the Sega world, and we there again with an exclusive peek. Marvel Land and Raiden Trad were also exclusively covered — hurrah!

SONIC THE HEDGEHOG

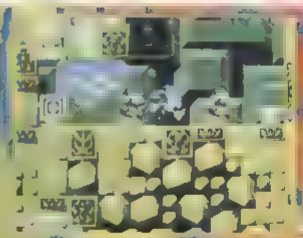
MACHINE: MEGADRIVE
BY: SEGA

The hype that is Sonic the Hedgehog began with this outstanding (at the time) Megadrive title. If you haven't played it, where have you been?

WHAT WE SAID THEN

RICH: I cannot stress too much the graphical excellence of this game ... it is truly the best looking Megadrive game yet seen!

PAUL: Yup — it's true, Sonic is really great! I can't think of a Megadrive game with more graphics.

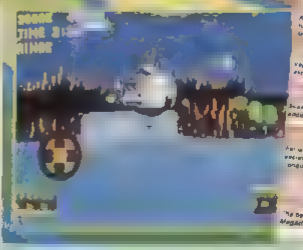


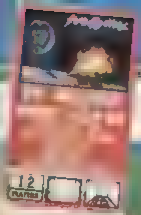
A Sonic gets into some ball-bashing action with Dr Robotnik

WHAT WE SAY NOW

JAZ: A classic game that suffers from being too easy. These days Sonic II has stolen the limelight graphics 86%, sound 76% playability 90%, lastability 69%, overall 78%. It's good, but not that good.

RICH: It's still a good game, but it is easy. Perhaps too easy. It's very fast and good fun, but compared to Sonic II, it's definitely inferior. Graphics down to 88%, sound 78% playability 90%, lastability 67% and overall 76%.





STAR CONTROL

MACHINE:MEGADRIVE
BY:ACCOLADE

This is basically two games: a boring strategy type affair in one player mode and a super Space Wars derivative for two players with multiple ships and superb playability

Goodness gracious, great balls of fire!

WHAT WE SAID THEN

JAZ: If you've got a second player to kick ass with, it's highly recommended. Solo players just won't get value for money out of the product
RICH: Star Control is one of the best Megadrive games I've had the pleasure to play in two player melee mode

WHAT WE SAY NOW

JAZ: A brilliant game that's just as good now as it was then - the two-player melee is a classic. The marks are still spot-on
RICH: The comments and the marks still hold — get it for ultimate two-player action! However, Star Control II is been out on the PC for ages and both one and two-player games are UTTERLY AMAZING! Accolade convert it NOW!

GG SHINOBI

MACHINE: GAME GEAR
BY:SEGA

A cross between the Shinobi arcade and Revenge of Shinobi on the Megadrive! Utterly fab stuff and the first decent game on the Game Gear!

WHAT WE SAID THEN

JAZ: GG Shinobi has at last given me an excuse to blow the dust off my machine and buy some batteries for it!
RICH: GG Shinobi's arrived and it's good, albeit not a shining Mega Master System rip-off

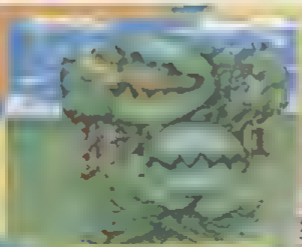
WHAT WE SAY NOW

JAZ: I think the marks are just about right. I just find it sad that a game two years old is still one of the better Game Gear titles around. So much for progress
RICH: This is still one of the better Game Gear releases, and well worth getting even if you've got Shinobi II (which is a bit easy). A couple of percent off each mark and I'll be happy

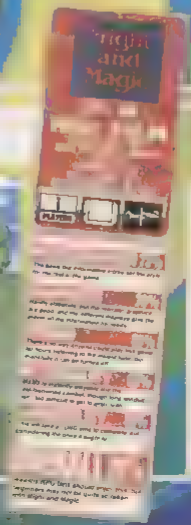
MIGHT AND MAGIC

MACHINE: MEGADRIVE
BY EA

Another excitement-laden excursion to RPG and where people take turns to attack each another and the land looks blocky and dull.



Uh-oh — another tragic case of Baby Bio overdose methinks!



WHAT WE SAID THEN

PAUL: What puts me off most RPGs is the long-winded combat-by-rounds system which I find boring and unfortunately that's the system used in Might and Magic [illegible] RPGs to appear on the Megadrive so far

WHAT WE SAY NOW

JAZ: What a pile of steaming cack. This was really overrated - it's long-winded tedious and not particularly well presented. Remove 35% off all the marks and I'll feel better
RICH: Matt must have been mentally unbalanced to have given this such a high mark — it's cack! If you're after an RPG go for Landstalker or Shining Force. They're miles ahead of this rancid turd of a game. Take 40% off each mark

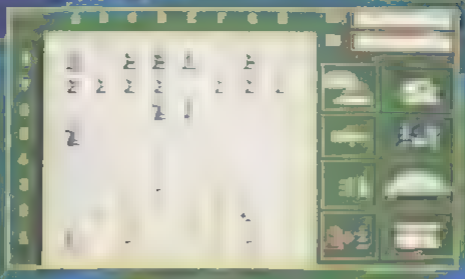
CHESS

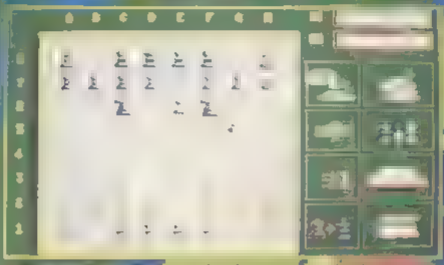
MACHINE: MASTER SYSTEM
BY: SEGA

Well, er, it's [illegible]. There isn't really much [illegible] we can add to that.

WHAT WE SAID THEN

MATT: This is certainly a good game of chess and the computer opponent is pretty tough to beat.
RICH: Those who want to really enjoy chess will buy a decent board and save the rest of their dough for something else.





WHAT WE SAY NOW

JAZ: The marks should stay the same - it's a reasonable enough chess game
RICH: I think the basic point of the review remains valid. Unless you're a solo player after a challenge, buy a chess set and play your mates for a far superior game

[illegible] are numbered — I'm coming to pieces!

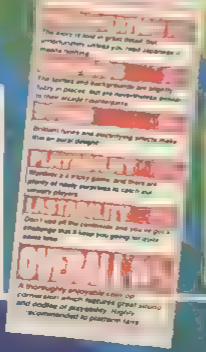
WARDNER

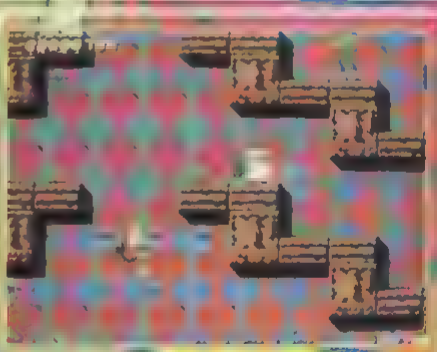
MACHINE: MEGADRIVE
BY: VISCO

Fun about a platform environment, beating up meanies and shooting bees in this decent arcade conversion.

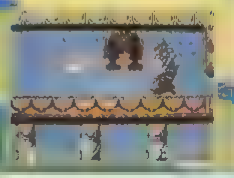
WHAT WE SAID THEN

JAZ: Although it features graphics that are a little fuzzy in places, this conversion of the mega-addictive Wardner coin-op is superb.
MATT: It's certainly got the staying power to keep you challenged long after you've finished the others.





A block a day keeps you from falling into oblivion and certain [illegible]



WHAT WE SAY NOW

JAZ: I still like this - there's something about it that's really appealing. It's challenging too - which is more than I can say about many Megadrive platform games. The marks are within a few percent of being perfect these days
RICH: This is still pretty good fun and well worth a look if you're after a tough and challenging blaster/platform game

ZERO WING

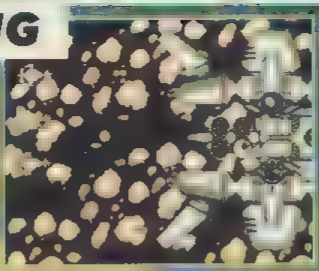
MACHINE: MEGADRIVE
BY: TOAPLAN

Once again it's through the horizontally scrolling levels blasting everything in sight! Hurrah and huzzah!

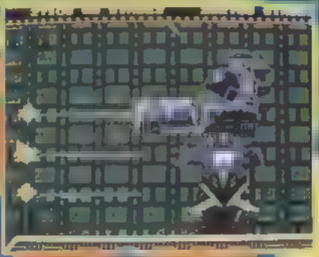
WHAT WE SAID THEN

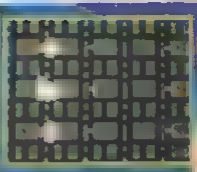
PAUL: Toaplan have produced some really classy stuff on the Megadrive and although I don't think that Zero Wing plays as well as Hellfire, it's probably their most polished game to date.

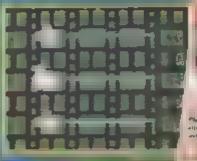
RICH: Toaplan have come up trumps with a game that has a very original graphic style, along with some pretty original mezzanine tunes.

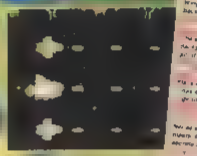


Oh no, not the giant Nut Clusters making machine!









Shooting off into space can be h...

WHAT WE SAY NOW

JAZ: This brill blaster is slick, polished and challenging and at its new price point of £19.99 still merits the marks it was awarded two years ago

RICH: This is still one of the best Megadrive blasters, and at the new £19.99 price point it's an essential purchase!

BONANZA BROTHERS

MACHINE: MEGADRIVE
BY SEGA

Guide Robo (and Robo in two player mode) through different buildings put to nefarious villainous deeds avoiding police and security guards.

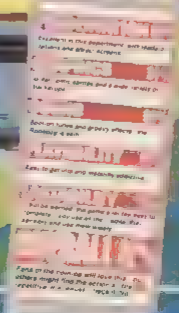
And here's our mercenaries make their way in the world of finance.

WHAT WE SAID THEN

JAZ: It's incredible fun to play with utterly frantic action and many hilarious touches

RICH: Even on the harder setting Bonanza Bros doesn't represent a serious challenge to a hardened games player due to the wealth of credits.

...stupid punk, make my day!



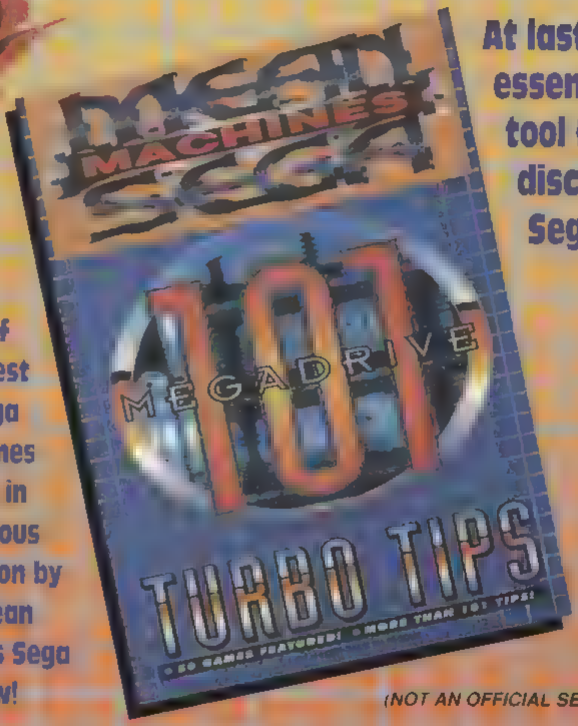
WHAT WE SAY NOW

JAZ: It's fun and the graphics are still very good but really it's too easy and hasn't got enough levels to keep you playing for more than a few weeks Ten percent off all the marks — arcade fans should still take a look, though, especially at its new £19.99 price point

RICH: I still think that this is waaay too easy and can't really recommend it It's a nice purchase at £19.99, but I don't think I'd give it much more than 68% if we reviewed it now

more tips than you can shake a stick at!

VVL



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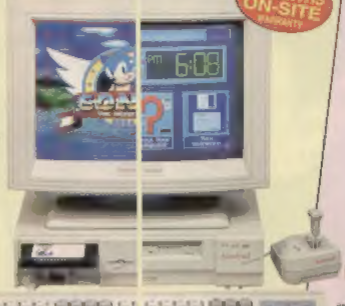

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LANDMARK v2.00 PERFORMANCE COMPARISON CHART

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20	25	31	47	51	66	54	67	84	92

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Quite apart from this enormous scoop, we have a whole heap of other exclusive looks at all the hottest games in the form of reviews, previews and news as well as the grooviest tips, players guides and of course the limitless wisdom and wit of the unique Mean Yob. And naturally you can look forward to a stonking front cover gift which will, of course, be ABSOLUTELY FREE with the next issue.

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